THE OFFICIAL GUIDE FROM NINTENDO POWER

GAME BOY ADVANCE

POKéMON

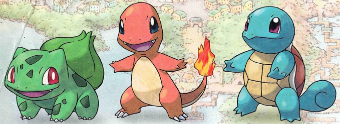
FIRERED VERSION
LEAFGREEN VERSION

THE OFFICIAL Nintendo PLAYER'S GUIDE

THE OFFICIAL NINTENDO PLAYER'S GUIDE

POKÉMON®

FIRERED VERSION / LEAFGREEN VERSION



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MAP OF KANTO AND THE SEVII ISLANDS

When you first brave certain routes and cities, you'll proceed in a linear fashion, but eventually all of Kanto and the Sevii Islands will open for your full, free exploration. Use the maps on these pages to find your way around the region—and your Player's Guide.

Get Your Bearings

Each section of the walk-through begins with a map that corresponds with a zone above on the map. Though Kanto is absolutely massive, you'll never be lost again.

ONE ISLAND
MT. EMBER page 71
EMBER SPA page 70
KINDLE ROAD page 70
TREASURE BEACH page 69
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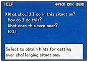
TAKING CONTROL OF YOUR DESTINY

Pokémon FireRed and Pokémon LeafGreen pack in so much epic gameplay that you'll want to know the game controls like the back of your hand. The menu systems, from the Pokédex to the inventory, offer an amazing amount of versatility. Learn your way around the controls—you'll be well on your way to becoming the ultimate Pokémon Trainer.

L Button

Press the L Button to bring up a help menu that explains what to do in a particular situation. The menu will change based on what you're doing at the time, but keep in mind that it's not designed to offer specific advice—only general tips.



Once you're in the Help menu, you can read the info by pressing the A Button.

A Button

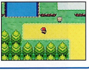
The A Button lets you read signs, talk to townsfolk and generally interact with the world. It also enables you to confirm an action.

Control Pad

The Control Pad moves your character around and lets you scroll through menus.

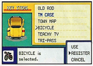
B Button

The B Button cancels an action or backs you out of a menu. Once you get the Running Shoes, you can press and hold B to go zipping around the countryside.



Select Button

You can assign one item to the Select Button by highlighting it in the menu and choosing the Register option. Assign something that you use often, such as the bicycle, town map or Vs. Seeker.

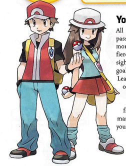


Start Button

Start pauses the game and opens the main menu, from which you can access all other menus.

KANTO: THE LONG ROAD AHEAD

From the western countryside to the eastern shores, the Kanto region is one of the most amazing in the world of Pokémon. You'll scour its rural routes and climb its highest buildings in search of glory. Along the way, you'll encounter friends, foes and formidable Pokémon Trainers.



You—The Hero!

All Pokémon Trainers share a passion for catching wild Pokémon and raising them to battle fiercely. And you've set your sights on the ultimate Trainer goal: to become the Pokémon League Champion. You'll start out from Pallet Town with little more than ambition, but soon you'll get your first Pokémon—one of many that will help you achieve your wildest Trainer dreams.

Professor Oak

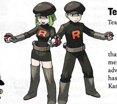
One of Kanto's brightest minds will give you your first Pokémon and a Pokédex, which records data on any Pokémon that you catch.

Your Rival

Professor Oak's grandson has the same ambitions that you do. He's determined to become the Pokémon League Champion at all costs—and definitely before you do.

Gym Leaders

There are eight Gym Leaders scattered throughout Kanto's cities, and you'll have to defeat all of them to win the eight Gym Badges that give you access to the Pokémon League Championship. Many Gym Leaders are well-known, like Brock from Pewter City and Misty from Cerulean City, but the final Gym Leader that you'll fight in Viridian City is a mystery—his identity is veiled in secrecy.



Team Rocket

Team Rocket is a criminal organization that wants to use Pokémon to rule the world. Chances are good that you'll bump into its shady members during your long adventure, since Team Rocket has infiltrated many parts of Kanto.

Bill

The inventor of the Pokémon storage system will help you during your quest—and after you're deep into your road trip, he'll also invite you to the Sevii Islands far from Kanto.

Celio

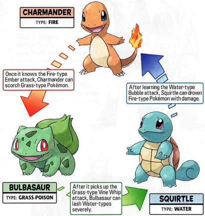
The island chain's genius, Celio, is creating the Network Machine, which will permit trades with other regions. You'll help him in due time—you've got plenty to do first!

POKéMON TYPES & STATISTICS

Some Pokémon Trainers like to rush into battle and dominate instantly. Others take a catlike approach, toying with foes via a complex battle strategy. Whatever your personal style, you'll find Pokémon that will back you up. To size up a Pokémon that you might like for your team, start by thinking about its type and statistics.

The Pokémon Pecking Order

Pokémon are categorized by type, and the 17-type pecking order takes rock-paper-scissors to the extreme. The example to the right provides a glimpse at the way certain Pokémon types run scared from certain attack types.



Pokémon Statistics

You'll also need a sense of how your Pokémon's stats compare to its target's stats. Even if your Pokémon has attack types that trump its target's Pokémon type, it helps even more to have stats that power the strikes.

Attack, Defense & the Special Stats

When a Pokémon hits a foe with a physical attack or a special attack—the next page explains the difference—its Attack or Special Attack stat, respectively, will drive up the damage. The target's Defense or Special Defense stat will decrease the damage.

Hit Points

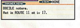
If a Pokémon runs out of hit points, it will faint out of battle. Until it's healed, it won't be able to participate in any more fights.

Speed

Battles are turn-based, and attack order is determined by Speed stats. A Pokémon with high Speed will strike before one with low Speed.

Pokémon Natures

There are 25 natures, which reveal what kind of personality a Pokémon has—and how its statistics will tend to grow. If you catch two of the same kind of Pokémon—two Spearow, for example—each will probably have a different nature. One may be Bold; its Defense will grow faster. Another may be Rash, which will aid its Special Attack growth. Each nature that has an upside also has a downside, so consult the table to the right to learn how the 25 natures help and hinder growth.



NATURE	EFFECT	NATURE	EFFECT
ADAMANT	ATK + / SP ATK -	LONELY	ATK + / DEF -
BASHFUL	NO EFFECT	MILD	SP ATK + / DEF -
BOLD	DEF + / ATK -	MODEST	SP ATK + / ATK -
BRAVE	ATK + / SPEED -	NAIVE	SPEED + / SP DEF -
CALM	SP DEF + / ATK -	NAUGHTY	ATK + / SP DEF -
CAREFUL	SP DEF + / SP ATK -	QUIET	SP ATK + / SPEED -
DOCILE	NO EFFECT	QUIRKY	NO EFFECT
GENTLE	SP DEF + / DEF -	RASH	SP ATK + / SP DEF -
HARDY	NO EFFECT	RELAXED	DEF + / SPEED -
HASTY	SPEED + / DEF -	SASSY	SP DEF + / SPEED -
IMPISH	DEF + / SP ATK -	SERIOUS	NO EFFECT
JOLLY	SPEED + / SP ATK -	TIMID	SPEED + / ATK -
LAX	DEF + / SP DEF -		

POKéMON BATTLE

When two Pokémon collide in battle, you can predict which will have the natural advantage by keeping the 17-type combat chart close at hand. The chart governs which direct-damage attacks do more or less damage against certain types of Pokémon. Milk the table for every possible advantage—you'll reach the Pokémon League Championship in no time.

The Pokémon Combat Chart

When planning a direct-damage strike, consider your target's Pokémon type then maximize your attack's damage by striking with an attack type to which it's weak (+)—you'll score a double-damage multiplier. Avoid hitting with attack types that the defender can resist (-), or you'll be penalized with a half-damage multiplier. Some Pokémon are dual-types; look up the attack's effect on both attack types, then multiply them together.

PHYSICAL ATTACKS / SPECIAL ATTACKS

YOUR ATTACK TYPE \ OPPONENT'S POKéMON TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

Damage Multipliers

x2	Damage for + attacks
x2	Critical-hit damage for lucky strikes
x1.5	Damage if the attack type matches the attacking Pokémon's type
x0.5	Damage for - attacks
x0	Damage for = attacks

PHYSICAL ATTACKS

When slamming a foe with a physical attack (types noted in black), the aggressor's Attack stat pushes the direct damage higher, while the target's Defense stat drives the damage lower.

SPECIAL ATTACKS

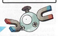
When lashing a defender with a special attack (types noted in green), the aggressor's Special Attack and the target's Special Defense influence the direct-damage amount.

Attack Example

Use type-trumping to wear down foes fast. Check out the following scenario to see how Diglett's Ground-type Earthquake can hit damage-multiplier paydirt—and when the attack is a bust.

MAGNEMITE

TYPE: ELECTRIC-STEEL



DIGLETT

TYPE:

ZAPDOS

TYPE: ELECTRIC-FLYING

VS. MAGNEMITE

EARTHQUAKE'S TYPE MATCHES DIGLETT'S TYPE	x1.5
GROUND-TYPE ATTACK VS. ELECTRIC-TYPE POKéMON (+)	x2
GROUND-TYPE ATTACK VS. STEEL-TYPE POKéMON (+)	x2
IF DIGLETT SCORES A CRITICAL HIT	x2
TOTAL DAMAGE	x12

VS. ZAPDOS

EARTHQUAKE'S TYPE MATCHES DIGLETT'S TYPE	x1.5
GROUND-TYPE ATTACK VS. ELECTRIC-TYPE POKéMON (+)	x2
GROUND-TYPE ATTACK VS. FLYING-TYPE POKéMON (=)	x0
TOTAL DAMAGE	x0

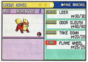
BATTLE MOVES

As you raise a Pokémon, you'll guide its growth into the fiercest possible member of your battle crew. It will have many opportunities to learn new moves. Since a Pokémon can know only four at a time, learning about the diverse kinds of battle moves—from direct-damage attacks to stat-tweaking moves—will help you make the right choices for your team.

Learning New Moves

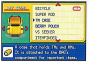
Pokémon can learn new moves in several ways—exploit the sources to the fullest. Which four moves your Pokémon knows will make all the difference in how well it can hold its own in battle, and how well it works with its teammates' moves to blow through your opponent's crew. Not all Pokémon can learn every move—consult the Pokédex, starting on page 93, for the restrictions.

By Leveling Up



When a Pokémon reaches a specific level, it can learn a move. Trainers usually raise Pokémon to forget low-level moves and learn the high-level ones.

From a TM or HM



You can also use items to teach your Pokémon moves. A Technical Machine (TM) imparts a move only once, but a Hidden Machine (HM) teaches a move to as many Pokémon as you want.

From People

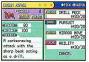
You'll bump into people that teach a certain move to a Pokémon. Choose the recipient carefully. Once the teacher has done his job, he won't offer his services again.

From the Move Tutor

The Move Tutor will help a Pokémon relearn a level-up move that it has forgotten. Lower-level moves can prove to be very powerful later on. Use the Move Tutor to act on your hindsight.

Move Statistics

Pokémon statistics aren't the only numbers that influence battle results. Move stats also impact the action. Consider both banks of statistics when deciding which moves to make, especially when launching direct-damage attacks. For instance, Fearow's Attack stat is much higher than its Special Attack stat, so it will get more bang out of its physical attacks (like its Drill Peck) than its special attacks (like Pursuit).



Power

A move's Power shows the relative strength of its direct damage. It's the third and final influence on the exact amount of damage inflicted, along with Attack and Defense (or Special Attack and Special Defense).

Power Points

A move can be used only a certain number of times. After its Power Points (PP) are depleted, the move can't be used again until the Pokémon recharges its energy.

Accuracy

The Accuracy stat reflects a move's chance of hitting successfully. If a defending Pokémon has raised its evasiveness, any move that comes its way will suffer a cut in Accuracy.

Attacks with high Power often have fewer Power Points, so you'll need to bring out your big guns sparingly. For example, Charizard's Wing Attack has a Power of 60 and 35 Power Points. You can use it much more often than Charizard's Flamethrower, which has a Power of 95 but only 15 Power Points.

Stat-Altering Moves

Some moves tamper with statistics, which affects battles dramatically. A stat can be raised or lowered a total of six steps—each time adding or subtracting much from the stat. Some moves accomplish it one step at a time; others do it two steps at once. Changes persist until the altered Pokémon leaves the field.

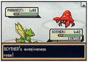
Attack & Defense

Change a Pokémon's Attack and Defense to affect direct damage from physical attacks. For instance, Farfetch'd can use Swords Dance to raise its Attack two steps—it can then do more damage with its Slash move.

The Special Stats

Tweak the Special Attack and Special Defense stats to influence the damage from special attacks. Jynx can do much more damage with its Ice Punch after it uses Fake Tears to lower its foe's Special Defense two steps.

Speed & Evasion



Tinker with a Pokémon's Speed stat to make it move earlier or later in battle. You can also make a Pokémon more or less likely to take a blow by altering its evasiveness—Scyther is hard to hit after it uses Double Team a few times.

Countertactics

You can easily undo your foe's stat-tampering mischief by using the Haze move—it sets all Pokémon stats at their normal levels. To restore evasion rates, use the Haze, Foresight or Odor Sleuth move.

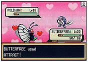
Status-Inflicting Moves

Many moves don't do direct damage; instead they inflict a status condition that is part of a more devious attack strategy. Such moves stop a Pokémon in its tracks or wear down its health over many turns. They're often the most effective strikes to make against foes that can endure or avoid a direct attack to their hit points.

Paralyze

If you smite a Pokémon with a Paralyze condition, it won't be able to take its turn 25% of the time, and its Speed will fall. It's a great way to ensure that you'll attack more often.

Attract



A foe with an Attract condition can't attack 50% of the time. Attract is more powerful than Paralyze, but a Pokémon can Attract only a foe of the opposite gender.

Sleep

A Sleep condition completely shuts down a Pokémon, but only for several turns. If you need a few turns to roll out a battle strategy, using Sleep on the target will buy you time.

Freeze

A Freeze condition also completely prevents a Pokémon from attacking. It lasts much longer than a Sleep condition, however. The downside: moves that cause Freeze have low Accuracy.

Confuse

If you Confuse a Pokémon, it will sometimes lose its move and hurt itself instead. The condition lasts several turns—plenty of time to gain the momentum.

Flinch

Some moves cause the foe to Flinch, losing its move if it strikes second. Flinch is usually a secondary effect of a direct-damage move.

Poison

Slap an enemy with a Poison condition to cause a little damage each turn, which can KO a foe in good time. The Toxic move is better, though—its damage rises exponentially!

Burn

The Burn condition is similar to Poison. It erodes some hit points every turn, but it has an additional effect: it lowers the afflicted Pokémon's Attack stat.

Miscellaneous Moves

Of the hundreds of battle moves in the game, many fall into categories—and many others are in a league all their own. You'll want to exploit them to get around your foes' defenses, especially when you're facing Trainers that tend to use direct-damage moves against your crew.

Recurring Damage

Moves like Charizard's Fire Spin do a little residual damage for two to five turns. Use such attacks after afflicting a target with Burn or Poison to stack up the recurring damage.

Multiple Hits

Fury Swipes is one of many moves that strike two to five times per turn. Using such attacks is like spinning a roulette wheel—you never know how much total damage you'll do.

Health-Sappers

Some attacks, such as Vileplume's Mega Drain, do damage and siphon a portion of the victim's hit points. Other moves spread the health-siphoning over many turns.

Shields & Protection

Pokémon can also learn moves that shield itself or its team from attacks. Light Screen, for instance, raises Special Defense for every member of the team for several turns.

Out-and-In Strikes

Several attacks, like Diglett's Dig, cause the attacker to leave the field for one turn—avoiding injury—then return on the next to deliver a huge amount of damage.

Secondary Effects

Dozens of moves have a potential secondary effect. Shadow Ball has a 20 percent chance of lowering Special Defense, for example, which makes its primary attack damage greater.

Pivotally Important

Some moves are uniquely useful, such as Baton Pass. When a Pokémon that has raised its stats uses the move, it transfers its stat adjustments to the incoming Pokémon—very impactful.

Combo-Related

Quite a few moves come into their true power, or make any sense at all, only as part of a combo. Rain Dance is a classic combo move—see page 12 for details.

Battle Bonus from Held Items

To get even more out of a Pokémon's battle moves, give it a held item that ties into a specific attack. For example, when a Pokémon holds the Dragon Fang, all of its Dragon-type attacks will do more damage. Pokémon can hold only one item at a time, so make sure the item amps up the Pokémon's best attack.

Most items work for all Pokémon, but a few work for only a certain kind. Farfetch'd is the only one that can use the Stick, which raises its chance of scoring critical hits.

Berries Add a Surprising Zing

Pokémon can also hold onto berries. Unlike held items, however, berries are consumed upon use. Many berries give a quick battle benefit, such as waking the Pokémon if it falls asleep or restoring hit points. Berries are a big part of battle, especially since a Trainer doesn't have to waste a battle turn ordering his Pokémon to use one.

A Pokémon knows when the time is right to use a berry, and it will do so on its own. For example, it will use the Oran Berry to restore 10 hit points when it has lost over half of its health.

POKéMON ABILITIES

A Pokémon's ability, which activates in battle automatically, is a special talent that helps it get the edge when making or enduring a specific kind of attack. Though you can raise any Pokémon to battle however you prefer, knowledge of a Pokémon's ability will help you find its natural role in combat.

Abilities Are on Autopilot

You'll command a Pokémon to use its moves. It will decide when to use its single ability. You do have some control, however. You can raise a Pokémon to take advantage of its ability and put it into combat situations that will provoke it to tap into its ability. For example, Bulbasaur's Overgrow raises the power of its Grass-type attacks when its hit points are low. So you should teach Bulbasaur at least one Grass-type attack so it can come out swinging extra-hard when things get desperate. Check out the examples below to get the gist of how abilities benefit Pokémon.

Some Pokémon have two possible abilities. For example, Ekans can possess either Shed Skin or Intimidate.

You won't need to tell a Pokémon when to use an ability. Charizard's Blaze will raise its Fire-type attack damage when its hit points are low.

Prevention Abilities

Some abilities protect against certain attack types. A Poison-type like Koffing would normally be weak to Ground-type attacks, but its Levitate ability nullifies them.

Type-Based Abilities

Many abilities raise the power of certain attack types. Growlithe's Flash Fire turns up the heat on its Fire-type attacks—and decreases the damage from any Fire-type attacks it suffers.

Direct-Hit Backlash

Some Pokémon have an ability that discourages foes from making physical contact in battle. Pikachu's Static will automatically paralyze any foe that touches it directly.

Status Protection

Inflicting status conditions is a great way of tripping up Pokémon. Some abilities help fight back, such as Mankey's Vital Spirit, which prevents it from falling asleep.

Off-Field Benefits

A few abilities are useless during battle, but they can be a boon while you're traveling. Grimer's Stench will decrease your chances of wild Pokémon encounters when you put the Pokémon in your team's lead spot.

Berry Enriching

A Pokémon with the Pickup ability will often pick up a random item (see the table to the right) if it participates in battle. Pickup plays a special role in Kanto: it's the only way to get many of the best battle berries.

PICK UP OFTEN
ORAN BERRY

PICK UP SOMETIMES
ASPEAR BERRY, CHERI BERRY, CHESTO BERRY, PECHA BERRY, PERSIM BERRY, RAWST BERRY

PICK UP RARELY
PP UP, RARE CANDY, NUGGET, TM10 (HIDDEN POWER)

PICK UP VERY RARELY
BELUE BERRY, DURIN BERRY, KELPSY BERRY, NOMEL BERRY, SPELON BERRY

BATTLE COMBOS

You'll get far in battles if you simply slug it out move after move. But if you string together moves and other effects that work together to produce combos, you'll be able to create overpowering results that are much greater than the sum of their parts. When you face a Trainer that specializes in combos, try to anticipate them and do what you can to avoid their effects.

Step-by-Step Approach

Battle moves, abilities, held items and berries—they can all combine to create combos. Some are simple one-two combos; others require several turns to unfurl. You can unleash combos with one Pokémon or several. The following examples will help you wrap your mind around the combo possibilities.

Critical-Hit Prep

If an attack connects for a lucky critical hit, it will do double damage. Use moves like Focus Energy to raise the odds, then follow up with harsh blows.

Weather Prep and Aftereffects

If you change the battle weather, you can build powerful combos. The Sunny Day move brings sunlight to the field, which amps up Fire-type attack damage. The sunny conditions also tie into other combos. Bulbasaur's Solarbeam normally requires a turn to charge up, but sunlight will power it up instantly.

Stack Residuals

Slap a foe with multiple sources of recurring damage to wear it down faster. Onix can use Sandstorm followed by Bind to erode a foe quickly.

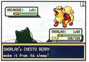
Ability Combos

Many combos are tied to abilities. Rhydon's Rock Head, for instance, prevents the self-hurtin' backlash from its intense Take Down attack.

Held-Item Combos

Held items can help create great combos. When Ninetales uses its Overheat attack, its Special Attack stat drops, but a held White Herb will restore it.

Berry Combos



Berries fuel combos, too. When Snorlax uses Rest, which restores its hit points, it falls asleep. But a Chesto Berry will wake it immediately.

A Complex Combo

When Snorlax uses Belly Drum, its Attack will skyrocket to the maximum possible value, but it will lose half of its hit points. Bring it back to full health with the Rest-Chesto Berry combo.

Even More Complex!

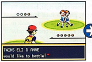
To take out a foe that uses direct-damage megamoves, send in a Pokémon that can pull off the Salac Berry-Endure-Reversal combo. Use Endure so your teammate survives a fierce blow with one hit point left. It will then eat the berry, which will raise its Speed and likely let it strike first on the next turn. Use Reversal, which does more damage if the attacker's HP is lower, to retaliate for tons of damage.

DOUBLE BATTLE

In a Double Battle, four Pokémon face off on the battlefield. You won't encounter many Double Battles during your solo adventures, but multiplayer battles are a different story. Double Battles require you to add another layer to your strategy—you'll need to keep your wits about you so survive twice as many attacks!

Where You Can Double Up

If you see two Trainers standing right next to each other during your run around Kanto, be prepared for a possible Double Battle. Twins and other Trainers who are inseparable—romantic types, for example—specialize in the art of the two-on-two fight. Think twice before you assume that your Single Battle team will hold up. Fighting two Pokémon with two Pokémon adds a whole new dimension to battles.



Twins are on the cutting edge of Double Battles—they'll use very different fightin' strategy.

In a Double Battle, the top two Pokémon on your team will lead the fight, so prep your order beforehand.

Wide-Range Attacks Make All the Difference

In Double Battles, battle moves take on a ranged aspect. Some strike one enemy, others strike both enemies, and a few hit both enemies plus your attacker's sidekick. Pay close attention to which moves have the farthest-reaching effects.

One Target

For many moves, like Pikachu's Thunderbolt, you'll need to select a single target. You can even aim at your own sidekick.

Double Target

Attacks like Rock Slide affect both foes—an excellent double whammy for the other team. Simply launch the attack and see the damage rain down.

Random Target

Some moves, like Outrage, carry a big risk in Double Battles. You never know who you'll hit: one of your foes or the attacker's sidekick!

Foes plus Sidekick!

A few of the most powerful Double Battle moves, like Earthquake, strike everyone but the attacker—but you can take precautions (see below).

Sidekicks Make for Great Strategy

Plan your Double Battle teams so that you can pair Pokémon to cover each other's weaknesses and build combos even faster. You can get the Sunny Day-Solarbeam combo running on the first turn with two Pokémon, for instance. Some combos are possible only in Double Battles—keep your eyes open for advantages.

Rhyhorn's Lightningrod draws Electric-type attacks away from its sidekick—good protection for Flying-types.

The Helping Hand move is useful only in Double Battles. It raises the power of the sidekick's next attack.

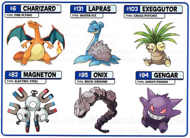
Pair a Pokémon that uses Earthquake with a Flying-type or one that has Levitate—or else it'll get blasted.

BACK TO BASICS: PLAY DEFENSE

There's no ultimate way to win all Pokémon battles. But there is an ultimate tip for building a great Pokémon team: before you plan on the attacks, construct combos, work with abilities and pile in the held items and berries, make sure that you're building on a strong defensive foundation. You can't pull off any brilliant moves if your team is decimated quickly!

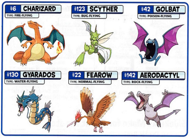
Effective Team

A strong foundation is based on defending your team from every type-trumping attack possibility. The team to the right, because its Pokémon cover a wide range of types, protects itself from many kinds of supereffective direct damage. If one Pokémon is weak to an attack, its Trainer can swap it out for a resistant one. Defensive team-building and battle-swapping are key.



Ineffective Team

Imagine the fierce, match-ending battle attacks that the team to the right must have! Defensively, however, the team is extremely weak. All its members are Flying-types, which means that Rock-, Ice- and Electric-type attacks will finish them all off very quickly.



Attack-Type Diversity

Though you might be tempted to give the Fire-type Charmander a wide range of Fire-type attacks (to take advantage of the same-type damage multiplier), you should diversify its moves instead. A Pokémon should have backup plans: if Charmander learns the Fighting-type Focus Punch move, for example, it can deliver supereffective preemptive strikes to Rock-types, which will probably try to use supereffective Rock-type attacks on Charmander. There are many more ways to diversify a Pokémon's moves—just don't put all your eggs in one basket.

Normal-type Meowth can learn the Dark-type Bite attack. It's a good preemptive attack when Ghost-types and Dark-types threaten supereffective strikes.

TOOLS OF THE TRADE

Cool gear is a staple of the Pokémon Training experience, and Kanto has loads of it to help beginning Trainers get off the ground, meet their potential and maintain their battle prowess at the very top of their game. Know your gear—you'll get more out of the Kanto scene than you'd ever expect.

The Pokédex

The Pokédex is essential equipment. It will note Pokémon that you've fought and keep detailed records on those you've caught—including the most indispensable tidbit: their Pokémon types.

Vs. Seeker

When you activate the Vs. Seeker, you can stimulate Trainers that you've fought before into battling again. The Vs. Seeker will also show which Trainers you haven't yet fought, and which aren't itching for a rematch.

Town Map

With the Town Map in hand, you can look at the whole region of Kanto. An icon in the lower-right corner will reveal another sprawling area far at sea—after you've traveled to it for the first time.

Itemfinder

When you turn on the Itemfinder, an arrow will point you toward any hidden items nearby. For some special items, you'll need to stand on the exact spot for the tool to detect anything.

Fame Checker

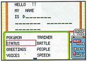
As you roam Kanto, you may lose track of all the excellent pieces of trivia you learn about the region's movers and shakers. The new Fame Checker organizes the gossipy info so you always know who's who and what they do.

Teachy TV

Another great new gadget is the Teachy TV, which provides many battle tutorials. From type-trumping to status conditions, Teachy TV covers all the bases so no one need remain a beginner for long.

Text & Mail System

It's not gear, but you'll use it a lot: the text system allows you to build short phrases for mail and other uses. By organizing words into categories neatly, the system helps you quickly build just the right phrase to express yourself.



Trainer Card

The Trainer Card is standard gear. It tracks major accomplishments, such as which badges you have. It also bears a catch phrase on its back. You can tailor your phrase by talking to the woman in Pewter City's Pokémon Center.

TRAVELING IN KANTO

At the start of your adventure, you'll blaze a trail north from Pallet Town, but soon you'll find yourself backtracking to areas previously unreachable, using tunnels to take detours and surfing the waves in search of distant shores. Keep every mode of travel and barrier-busting in mind—soon all of Kanto will be yours to explore.

Foot-Powered Potential

Every Pokémon Trainer starts out by hoofin' it across Kanto at a strolling pace. But the road ahead—to the eight cities where you can earn the eight badges required for entrance to the Pokémon League Championship—is much longer than any Trainer ever expects. And having an extra spring in your step from the Running Shoes, the Bicycle and Pokémon-repelling items will help speed you to your destinations in the twisting, turning, Trainer-packed region.

Running Shoes

After you get the Running Shoes in Pewter City, you can dash by holding down the B Button.

Bicycle

You'll have to wait a bit to get the Bicycle, but once you have it, you can move even faster than when dashing.

Repel

Wild Pokémon can seriously slow you down. Use Repel to prevent their random intrusions for a while.

Pokémon-Powered Travel

Early in your quest, you'll pass many areas that lie just out your reach because something blocks your path or prevents passage. Take note of each one—you'll be back. Pokémon can learn moves that not only serve them in battle, but also help break the barriers. Most of the moves are contained in Hidden Machines (HMs), so you can teach them to many Pokémon. They can use the moves outside of battle only if you've earned certain Gym Badges, however.

Cut (HM 01)

After you have the Cascade Badge, you can use Cut to hack through small trees.

Fly (HM 02)

You can use Fly to go to any city that you've visited. You'll need the Thunder Badge.

Surf (HM 03)

The Soul Badge lets you utilize the Surf move to use waterways as highways.

Strength (HM 04)

Once you own the Rainbow Badge, you can employ Strength to roll boulders.

Flash (HM 05)

Use Flash to banish the darkness from caves. You'll need the Boulder Badge.

Rock Smash (HM 06)

Rocks often bar passage—break 'em with Rock Smash once you have the Marsh Badge.

Waterfall (HM 07)

Surf won't let you ride up cascades. Waterfall will. You must have the Volcano Badge.

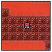
Dig

Use the Dig move to return to cave entrances instantly—no badge needed.

Teleport

If you're outdoors, Teleport warps you to the Pokémon Center you last visited.

Sweet Scent



It's not travel-related, but Sweet Scent does function out of battle: it calls wild Pokémon.

CATCHING POKéMON

You'll find dozens of Pokémon varieties running wild in Kanto. Though Professor Oak hopes that you'll catch at least one of each, you may prefer to catch only those that will help you blast through battles with major style and maximum glory. Whichever way you play, knowing where to catch Pokémon—and how—is of the utmost importance.

Weaken the Wild Pokémon

You'll get most of your Pokémon by catching them wild. One won't simply hop into the Poké Ball, your portable Pokémon-carrying container. You'll need to weaken it in battle—as close to a knockout as possible—before pitching the Poké Ball.

After you've done what you can to raise your chances of a good catch, throw a Poké Ball into battle.

The caught Pokémon will fill a position on your team of six. If your team is full, it will go to PC storage instead.

If you face a wild Pokémon that you've caught previously, you'll see a Poké Ball icon next to its name.

Make the Best Pitch

There are many varieties of Poké Ball. All will catch Pokémon, but certain ones offer specific advantages. Soon after you leave Pallet Town for the first time, you'll get a Poké Ball. It does a fine job catching Pokémon that you'll meet early in your quest, but soon you'll face higher-level Pokémon, and you'll need to master the art of selecting the right ball for the right occasion.

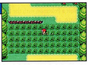
NAME	EFFECT
POKé BALL	Catches Pokémon with "entry level" success
GREAT BALL	Has better success than the basic Poké Ball
HYPER BALL	Has better success than the Great Ball
MASTER BALL	Catches Pokémon without fail
SAFARI BALL	Used to catch Pokémon in the Safari Zone

NAME	EFFECT
NEST BALL	Catches lower-level Pokémon more easily
NET BALL	Catches Bug- and Water-types more easily
REPEAT BALL	Catches Pokémon you have more easily
TIMER BALL	Catches Pokémon better as the battle goes on
LUXURY BALL	Fosters the friendship with your Pokémon

Where to Meet and Greet Wild Pokémon

You'll find many of Kanto's Pokémon in the wild. Grassy areas, where many Pokémon make their home, are commonplace, but some Pokémon may prefer the grass on a specific western route, while others reside only on a specific southern route. Also, some Pokémon may pop up frequently in a particular spot, while other kinds appear very rarely in the same area. Grass isn't the only place to find Pokémon—check out the following habitats.

IN THE GRASS

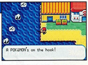


Wander through areas covered with tall grass to scare up wild Pokémon. Be persistent. Many Pokémon appear only rarely, so run back and forth if you suspect that there's a big catch to be had.

INSIDE CAVES

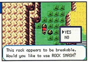
When you run around inside caves (and some run-down buildings), you'll have frequent wild-Pokémon sightings. Caves tend to house Pokémon that you can't catch elsewhere.

BY FISHING



You can drop a line into water to pull up a wild Pokémon encounter. Use all three rods—the Old Rod, the Great Rod and the Super Rod—to pull up all the possible catches from a spot.

INSIDE ROCKS



With the Rock Smash move, you can break open small rocks. When you do, a Pokémon—usually a Rock- or Ground-type—may pop out of hiding.

ON THE WAVES

Every time you traverse the waves using Surf, you'll have a chance of seeing a wild Pokémon, usually a Water-type Pokémon that you can't get elsewhere.

WITH TRADE-WILLING TRAINERS

Some people you meet will offer you a Pokémon in a trade. Traded Pokémon—whether from a game character or from another player—always earn battle experience faster, so in-game trades can be very useful. In addition, you can get certain Pokémon only via in-game trades; some are exclusive to Pokémon FireRed, others to Pokémon LeafGreen.

PLACE	POKéMON YOU GIVE/POKéMON YOU GET
ROUTE 2 (house)	ABRA/MR.MIME
CERULEAN CITY	POLIWHIRL/JYNX
ROUTE 5 (underground)	NIDORAN(♀) or NIDORAN(♂)/NIDORAN(♀) or NIDORAN(♂)
VERMILION CITY	SPEAROW/FARFETCH'D
ROUTE 11 (gatehouse)	NIDORINO or NIDORINA/NIDORINA or NIDORINO
ROUTE 18 (gatehouse)	GOLDUCK or SLOWBRO/LICKITUNG
CINNABAR ISLAND	RAICHU/ELECTRODE or VENONAT/TANGELA or PONYTA/SEEL

Pokémon noted in red are in-game trades exclusive to Pokémon FireRed; those in green are exclusive to Pokémon LeafGreen.

Catching with Certainty

Once you've found a Pokémon that you'd like to catch, you'll have to engage it in a battle of wills. You'll win the fight—which leads to its joining your team—primarily by whittling its hit points as close to nil as possible. But you'll encounter some Pokémon that will resist you with all their might. Raise the odds in your favor with battle techniques that will show a Pokémon its proper place—in your Poké Ball.

Weaken Its Health

When battling Pokémon down to near zero hit points, avoid using attacks that are super-effective against its Pokémon type. If you hit it too hard, it will faint—and slip out of your grasp.

When your target's hit points are in the red, you have decent odds of catching it—but one hit point is best.

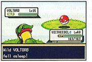
Restrain Your Prey

Some Pokémon will flee if they suspect that you're trying to catch it. Use the Mean Look and Block moves to prevent a wild Pokémon's escape. Otherwise, inflict move-preventing status conditions to stop it from leaving.

Block and Mean Look are the best way to prevent fidgety Pokémon from flying the coop.

Status Conditions Are Key

Stick your target with a status condition to improve your chances even more. Sleep and Freeze lead to the best results of all. The attacks listed below primarily cause Sleep and Freeze—always have at least one of the moves in your team's repertoire.



Calling All Pokémon

If you don't want to waste so much time meandering in the wild, hoping that a Pokémon pops up, use the Sweet Scent move to trigger a meeting, or exploit a Pokémon with the Illuminate ability to raise your chances of an encounter.

You need to put your Illuminate-armed Pokémon in the lead position to tap into its luring powers.

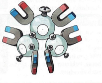
SLEEP-INDUCING MOVES

NAME	HIT RATE
SPORE	100%
SLEEP POWDER	75%
HYPNOSIS	60%
SING	55%
GRASSWHISTLE	55%

FREEZE-INDUCING MOVES

NAME	HIT RATE
TRI ATTACK*	20%
POWDER SNOW	10%
BLIZZARD	10%
ICE PUNCH	10%
ICE BEAM	10%

* Tri Attack has a 20 percent chance of causing Freeze, Paralyze or Burn—you never know which you'll inflict.



KANTO POKéMON: CATCHING THE REST

Catching wild Pokémon will get you only so far in your quest to find every one of Kanto's Pokémon. Pushing wild Pokémon to learn all they can from battle will get you farther, since many Pokémon evolve into different kinds at a certain experience level. Knowing a few more secrets will help you obtain even more Pokémon.

Battle Experience

If you want to focus on leveling up a Pokémon, place it in the lead position of your traveling team. When you start a battle, the lead Pokémon will always leap onto the field first, ensuring that it will get a share of the battle experience.

It's a great strategy to use even if your lead Pokémon doesn't have a chance of holding its own in the battle. Simply swap it out for another Pokémon when the battle begins. It doesn't need to fight to get a share of the experience—it just needs to hit the field.

Always keep the Pokémon that you want to develop in the front of your party. It will lead your battle charge and be guaranteed a share of experience.

The technique is great for quickly leveling-up very low-level Pokémon. After it leads your charge…

…swap it out for a Pokémon that can truly take on the challenge, such as those with supereffective attacks.

After your other Pokémon defeat the foe, you'll see how much your non-battling Pokémon gets for its share.

Experience Sharing & Experience Share

All battle participants get an equal share of battle experience. But once you possess the vital Experience Share held item, you can use it to develop a Pokémon's experience even faster by giving half of the experience total if it doesn't enter battle—plus an additional portion if it does hit the field.

Normal Experience Division

60 EXPERIENCE POINTS → 60

POKéMON 1 FIGHTING: 20	POKéMON 2 FIGHTING: 20	POKéMON 3 FIGHTING: 20
POKéMON 4 NON-FIGHTING: 0	POKéMON 5 NON-FIGHTING: 0	POKéMON 6 NON-FIGHTING: 0

After your team defeats a Pokémon, all battle participants will get an equal share of the experience points. Pokémon that never entered battle will get zero points.

When One Pokémon Uses Exp. Share (And Doesn't Hit the Field)

60 EXPERIENCE POINTS → 30 / 30

POKéMON 1 FIGHTING: 10	POKéMON 2 FIGHTING: 10	POKéMON 3 FIGHTING: 10
POKéMON 4 NON-FIGHTING WITH E.S.: 30	POKéMON 5 NON-FIGHTING: 0	POKéMON 6 NON-FIGHTING: 0

When a Pokémon holds Experience Share but doesn't enter the battle, it will siphon half of the experience total. The remainder will be divvied up among battle participants. Other Pokémon that didn't battle will earn zero points.

When One Pokémon Uses Exp. Share (And Does Hit the Field)

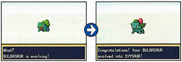
60 EXPERIENCE POINTS → 60

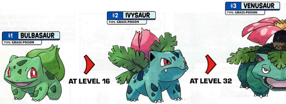
POKéMON 1 FIGHTING WITH E.S.: 40	POKéMON 2 FIGHTING: 10	POKéMON 3 FIGHTING: 10
POKéMON 4 NON-FIGHTING: 0	POKéMON 5 NON-FIGHTING: 0	POKéMON 6 NON-FIGHTING: 0

When a Pokémon holds Exp. Share and enters battle for any length of time, it will receive half of the points, plus an equal share from the remaining points. Nonbattling Pokémon earn zero points.

Leveling Up Can Lead to Evolution

A Pokémon will reap benefits every time it levels up. At the very least, some of its statistics—Attack, Defense, Special Defense, Special Attack, Speed and Hit Points—will grow a little. It may also learn a new move if it hits a certain level. Some but not all kinds of Pokémon will experience a dramatic evolution when they hit a specific level. The evolution will force some statistics to make a quantum leap to bring the stats in line with the new kind of Pokémon.





The Pros and Cons of Evolution

In general, when you evolve a Pokémon its stats will become much stronger, but you will have to wait longer for it to learn moves. Check out the trade-off between Bulbasaur and Ivysaur. For some Pokémon, however, one form may learn some level-up moves that the other won't—see the differences between Shellder and Cloyster. Refer to page 22 to learn how to stop an evolution if you don't like what you see.

ATTACK	BULBASAUR'S LEVEL	IVYSAUR'S LEVEL
RAZOR LEAF	LEVEL 20	LEVEL 22
SWEET SCENT	LEVEL 25	LEVEL 29
GROWTH	LEVEL 32	LEVEL 38
SYNTHESIS	LEVEL 39	LEVEL 47
SOLARBEAM	LEVEL 46	LEVEL 56

ATTACK	SHELLDER'S LEVEL	CLOYSTER'S LEVEL
ICICLE SPEAR	LEVEL 8	LEVEL 17
SUPERSONIC	LEVEL 15	LEVEL 21
AURORA BEAM	LEVEL 22	—
PROTECT	LEVEL 29	—
LEER	LEVEL 36	—
SPIKES	—	LEVEL 36
CLAMP	LEVEL 43	—
SPIKE CANNON	—	LEVEL 43
ICE BEAM	LEVEL 50	—

Raising Stats with Items

Feeding a Pokémon certain items (see the list to the right) will also raise its statistics permanently. A Pokémon can use only a limited number of a specific stat-raising item—after that the mineral will have no further effect.

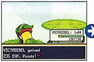
ITEM	EFFECT
CARBOS	Raises Speed
CALCIUM	Raises Special Attack
HP UP	Raises HP
IRON	Raises Defense
PROTEIN	Raises Attack
ZINC	Raises Special Defense

Trade Evolutions

Some Pokémon evolve only when they're traded to another game: Pokémon FireRed, Pokémon LeafGreen, Pokémon Ruby, Pokémon Sapphire or Pokémon Colosseum. It doesn't matter what a Pokémon's level is; it'll evolve instantly upon reaching the other game. If you want the evolved Pokémon back on your team, you'll have to work that out with your trading partner!

Raising Traded Pokémon

Whether you get a Pokémon via an in-game trade or from another game (see the above list), your new acquisition will have an advantage over other Pokémon: it will gain 1.5 times as much experience from battle. It doesn't take more than its share—it simply learns more from encounters.



A self-caught Pokémon will gain the normal amount of experience . . .

. . . but a traded Pokémon's share will receive 1.5 times as much.

Control Limitations

Before you trade, find out the level of the incoming Pokémon. Pokémon will disobey you in battle if you haven't proved yourself. Your Gym Badges (see the list to the right) mean everything to your team.

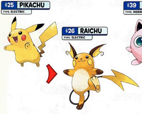
BADGE	EFFECT
CASCADE BADGE	Pokémon at or under Level 30 will obey
RAINBOW BADGE	Pokémon at or under Level 50 will obey
MARSH BADGE	Pokémon at or under Level 70 will obey
EARTH BADGE	Pokémon at or under Level 100 will obey

Forcing Evolutions with Stones

A handful of Pokémon will evolve only if you find a rare stone and use it as a catalyst for transformation. Don't have the Pokémon hold the stone—use it as you would any one-time-use item, such as a Potion. If the Pokémon is one that evolves from the stone you attempt to use, the item will be consumed and you'll see the Pokémon start its metamorphosis.

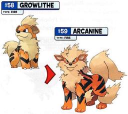
EVOLUTION STONES
WATER STONE
LEAF STONE
FIRE STONE
MOON STONE
SUN STONE
THUNDER STONE

THUNDER STONE EXAMPLE



MOON STONE EXAMPLE

FIRE STONE EXAMPLE



Wild Catches in One Pak or the Other

Some kinds of Pokémon, such as Golduck, can be found wild only in Pokémon FireRed; others are wild only in Pokémon LeafGreen. If you want to have every single wild Pokémon in Kanto, you'll need to trade between the two Game Paks. Such Pokémon are among the most powerful—and since you'll need to trade them into your game, they'll also benefit from the faster pace of learning that all traded Pokémon have.

Stop the Evolution!

When a Pokémon evolves—whether by leveling up, through a stone or via trading—you'll see it begin to transform, and you'll have a short time to stop the evolution by pressing the B Button. You won't be making a one-time decision—to evolve or never to evolve—because a Pokémon can always evolve again in the future under similar cirumstances. There are often benefits to holding back an evolution, usually so the unevolved Pokémon will learn moves sooner instead of enjoying the quantum leap in stats. Study up on the trade-offs by using the Pokédex that starts on page 95. You'll have mere seconds to make your decision.

Press the B Button

When you see your Pokémon start flickering into its new form, you'll have just a few moments to make your decision: push B or don't!

Give It the Everstone

If you want to keep your Pokémon from evolving for a long time, give it the Everstone. It will never change forms while holding the item.

COMPLETING THE NATIONAL POKéDEX

Anyone who's visited Kanto in previous games will find that Pokémon FireRed and Pokémon LeafGreen open up massively pumped-up potential for catching Pokémon. When you reach the sprawling Sevii Islands, you'll have vast new territories to explore. And when you connect to other regions, you'll open the door to many more possibilities!

Kanto's Pokédex Isn't Big Enough!

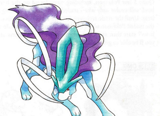
After you've completed some major milestones in your Kanto quest (see below), Professor Oak will reveal that there are Pokémon besides those found on the Kanto mainland, then he'll tweak your Pokédex so it has a National Pokédex section that will track *380 Pokémon* (all Pokémon except for Mew, Celebi, Jirachi, Lugia, Ho-Oh and Deoxys). You'll need to explore the new Sevii Islands, plus connect to Pokémon Ruby, Pokémon Sapphire and Pokémon Colosseum so you can bring all of the regions' Pokémon together for the first time.

Visit Professor Oak in his lab after you've completed the major objectives—he'll alter your Pokédex.

Your new Pokédex will hold much more Pokémon data and allow for Kanto and National tracking.

Expansion Conditions:

- Registered in the Hall of Fame.
- Collected 60 or more kinds of Pokémon.
- Visited Sevii Islands with Bill.



Pokémon FireRed and LeafGreen Possibilities

After you get the National Pokédex, you'll have expanded opportunities to catch and evolve more kinds of Pokémon by simply exploring Pokémon FireRed and LeafGreen. Lots of Pokémon normally found only in Pokémon Gold and Silver will appear in certain areas. And Pokémon that resulted from the evolutions first seen in those games will begin appearing, plus you'll gain access to a breeding facility on one island. The big leap will help you fill up much of the new space in your National Pokédex!

The Sevii Islands and More Surprises

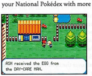
After you have the National Pokédex, sail to the Sevii Islands and speak to Celio, the area's genius, to get the Rainbow Pass. You can then visit more of the island chain, where you'll see additional kinds of Pokémon. After you help Celio get the Network Machine running (see page 24), you'll start seeing a legendary Pokémon running free on the mainland, and be able to enter Cerulean Cave—home to more surprises!

Breeding on Four Island

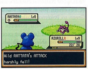
During your badge-collecting mission in Kanto, you can't breed Pokémon to produce baby Pokémon (such as Pichu, the pre-evolved form of Pikachu), because the mainland's Day Care accepts only one Pokémon at a time. With Celio's Rainbow Pass in hand, you can sail to Four Island. Its Day Care has a breeding facility, so you can fill your National Pokédex with more kinds of Pokémon.

Stock up on Poké Balls after you have the Rainbow Pass. You'll have much more to catch.

The legendary Pokémon that will run free has never been seen in Kanto. Welcome Suicune, Entei or Raikou!



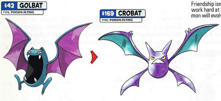
Check in with the Day Care man to pick up Pokémon Eggs—the result of successful breeding.



The baby Pokémon Azurill will learn moves its later forms won't, such as the Attack-stat-lowering Charm.

Friendship Evolutions Fly at Last

If you develop a strong bond with certain kinds of Pokémon, they'll evolve when they reach their next experience level. You can foster a strong Friendship by keeping a Pokémon in lead position, never letting it faint in battle and plying it with many stat-raising items and much grooming. (If you haven't gotten the National Pokédex, it will start to evolve and then stop mysteriously.)



Friendship isn't built in a day. If you work hard at it, though, some Pokémon will evolve in due time.

Your starter Pokémon won't evolve from Friendship, but it will benefit in a new way—see page 72.

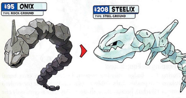
After you've beaten the Elite Four, your rival's sis will groom your Pokémon and measure their Friendship.

Held-Item Trade Evolutions

Quite a few Pokémon, including some found on the Kanto mainland, will evolve only when traded while they're holding a specific item. Until the trade recipient has the National Pokédex, however, the traded Pokémon won't be able to complete its transformation—it will start then stop. But when the trade conditions are perfect, you'll be able to get some amazing Pokémon.

To get Onix to evolve, give it the Metal Coat then trade it with a player who has the National Pokédex.

The Onix will transform upon landing in the other Pak—and the tough-as-nails Steelix is worth the effort.

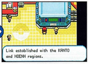


Trade-evolution items are rare. If you know another player who has one, use a Pokémon to courier it in a trade.

Beyond Kanto: Connect to Other Regions!

To fill your National Pokédex and tap into the potential of the world of Pokémon, you'll want to connect Pokémon FireRed and LeafGreen to Pokémon Ruby, Pokémon Sapphire and Pokémon Colosseum. The National Pokédex tracks all the Pokémon in Kanto, Hoenn and Orre (with the exception of a few legendary Pokémon). You won't be able to establish this eye-opening connection until you've helped Celio complete work on the Network Machine, however. Celio's mission will take you all over the Sevii Islands in search of the Ruby and the Sapphire that he needs to wrap up work on his region-connecting network. It's a dangerous mission, but the payoff is big.

The Ruby and the Sapphire are key in the Sevii Islands quest to establish a connection with the other regions.



After you've completed Celio's long mission, he'll finally get the Network Machine up and running—trade away!

Trading with Pokémon Ruby and Pokémon Sapphire

When you trade with a Pokémon Ruby or Sapphire Pak, the Pokédex in the distant Hoenn region will be upgraded to National Pokédex capacity. It will be slightly different, however—it will track 382 Pokémon (it excludes only Mew, Celebi, Jirachi and Deoxys). The advantages to both regions are huge—exploit them to the fullest.

Even though your trading partner is in the distant Hoenn region, you'll still be able to make the trades from your normal spot in a Pokémon Center.

Explore how Hoenn's Pokémon can help you in Kanto. Many of them reside only in Hoenn, such as the starter Pokémon Mudkip, Treecko and Torchic.

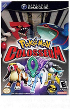
You can find some of the world's legendary Pokémon, such as Groudon and Kyogre, only in Hoenn. Imagine their influence in Kanto!

Trading with Pokémon Colosseum's Story Mode

Players who've explored Orre in Pokémon Colosseum know that you can't catch any wild Pokémon in the region. You can only Snag 48 tainted Pokémon from crooks. Many of them are exclusive to the Orre region, so the only way to get them into Kanto is to trade with the Nintendo GameCube game.

Your trading partner will need to have completed the main Story-mode quest. Then he can use the trading machine in Phenac City.

Many Pokémon are now available only in Orre, such as Bayleef, the evolved form of one of the starters from Pokémon Gold and Silver.



Many old favorites, such as the utterly adaptable Smeargle, are also found only in the Orre region.

The Wider World of Catches & Evolutions

To complete your National Pokédex, or simply to acquire more of a rare Pokémon you already have, you should explore every nook and cranny of Kanto, Hoenn and Orre. You'll also need to take advantage of some unusual evolution methods, including some that work only in Hoenn, and be sure to export Orre Pokémon to a Day Care to breed even more Pokémon that aren't available by other means.

Snag Then Breed—Pushing Orre's Limits

Since Orre doesn't have a breeding facility, you can acquire the earliest forms of its Pokémon—including many last seen in Johto—only by exporting them to a breeding center in Kanto or Hoenn. If the breeding is done correctly (see pages 27 and 28), the Pokémon Eggs that result will truly reward your efforts.

To get Chikorita, Cyndaquil and Totodile, you'll first need to Snag Bayleef, Quilava and Croconaw in Pokémon Colosseum.

Their earlier evolutions don't exist in Orre, so you'll need to export them to a region with a breeding facility, such as the Sevii Islands.

The starter Pokémon will learn their moves much earlier than their later forms do—and they'll prove to be a major asset in Kanto battles.

On the Hunt for Fossils and Legendaries

One-of-a-kind Pokémon, such as those that develop from fossils and legendary Pokémon, present an especially large challenge for National Pokédex completists. Unless you trade for them, most fossil-derived Pokémon require you to play through a story a second time to claim every fossil. The legendaries demand the utmost in wild-Pokémon-catching skills.

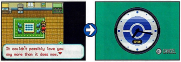
Some legendary Pokémon are part of Hoenn's main quest, but Rayquaza and others demand that you take up several quests after you topple Hoenn's Elite Four.

To catch Latias and Latios in Pokémon Ruby or Sapphire, you'll need to hunt one down in Hoenn and reach the other's island by scanning in a real-life Eon Ticket with an e-Reader.

You'll face a decision during both your Kanto and Hoenn quests: you must choose one of two fossils that develop into a Pokémon. To get all four, play through each quest twice.

Unusual Evolutions

Some Pokémon may elude Trainers going for a complete National Pokédex because of several unique evolution triggers. And though you can Snag Umbreon and Espeon in Pokémon Colosseum, if you plan to use Friendship evolution to evolve an Eevee into one or the other, you'll need to know an especially fascinating region-spanning trick.



Eevee changes into two forms through friendship and an extra time-of-day twist: Espeon if it's daytime, Umbreon if it's nighttime. The time isn't measured in Pokémon FireRed or LeafGreen, however. So when your rival's sister tells you that your Eevee couldn't like you any more, save your game then turn on your Pokémon Ruby or Sapphire game. Check the clock in your room in Littleroot Town. If it's the right time of day to produce the evolution you want, trade your Eevee ASAP!

Tyrogue and Its Evolutions

You can get a Tyrogue by breeding Hitmonchan, Hitmonlee or Hitmontop with a compatible Pokémon. Tyrogue can evolve into one of three Pokémon when it reaches Level 20. It will change into Hitmontop if its Level-20 Attack stat is equal to its Defense stat. But if its Attack is greater than its Defense, it'll evolve into Hitmonlee. If Defense is greater, it'll turn into Hitmonchan.

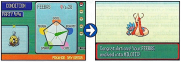
Which One, Wurmple?

Wurmple from Hoenn evolves into Silcoon or Cascoon. Which one Wurmple turns into is tied to time of day (though the timing is so complex that it seems random), so keep it in Hoenn if you want it to make the change.

The Shedinja Shift

Normally, only Ninjask evolves from Nincada, but if the sixth position of your party is empty when Nincada evolves, you'll also get an extra Pokémon: Shedinja.

Making Your Way to Milotec



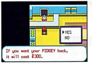
Feebas is among the most challenging wild Pokémon to catch in Hoenn (you can fish it out of one of six spots along Route 119 with an Old Rod), but getting it to evolve into the majestic Milotic is even more challenging. You must feed your Feebas only PokéBlocks that raise its Beauty rating. (Don't give it other kinds of PokéBlocks at all, or you'll throw it off.) Beauty is measured only in Hoenn, so Feebas won't evolve in other regions.

POKéMON BREEDING

Breeding Pokémon is almost a game unto itself—and it's certainly worthy of attention. Those who master breeding can produce Pokémon that are far superior to others of their kind that are gifted with battle moves and abilities. To produce such dazzling battle specimens, study up on breeding techniques and use the Pokédex in the back of this book to its fullest.

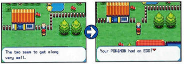
The Pokémon Day Care

The Pokémon Day Care near Cerulean City will accept one Pokémon and raise its experience levels while you're off road-tripping. But the Day Care on Four Island will accept two Pokémon at a time. With so many Pokémon to be caught on the mainland and the Sevii Islands, you'll have lots of candidates for the Day Cares, so keep both facilities busy. You'll have to pay the Day Care to withdraw a Pokémon. The more it's leveled-up, the more you'll pay.



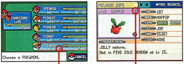
Four Island's Breeding Grounds

The Four Island Day Care also has a breeding facility. If you check in a male and a female Pokémon, the man who runs the breeding park behind the Day Care will soon have a Pokémon Egg for you. After you've checked in two Pokémon, you can speak with the man to hear how well they're getting along.



You can speak with the Day Care man to tell right away how compatible your two Pokémon are for breeding.

If he says that your Pokémon are at least playing with each other, there's a chance that he'll give you an Egg later.



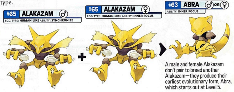
You can find the gender symbol—♂ for male, ♀ for female—in the Pokémon team and status screens.

MAN'S MESSAGE	EGG PROBABILITY
They're very friendly . . .	Extremely likely
The two seem to get along . . .	Somewhat likely
The two don't seem to like each other . . .	Not very likely
The two prefer to play with other Pokémon . . .	Not a chance

14 Egg Types, Countless Combinations

The female Pokémon helps determine the contents of the Egg: it'll be the female's earliest evolutionary form at Level 5. You may have the best results breeding a male and a female of the same kind—two Alakazams to produce an Abra, for instance—but it's not required. You need only pair a male and female with matching Egg types. A female Alakazam, with its Human-like Egg type, could pair with a male Machamp, Hypno or others with a Human-like Egg type.

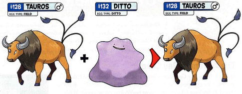
EGG TYPES		
AMORPHOUS	FLYING	MONSTER
BUG	GENDER UNKNOWN	WATER 1
DRAGON	GRASS	WATER 2
FAIRY	HUMAN-LIKE	WATER 3
FIELD	MINERAL	NONE



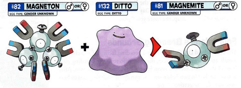
A male and female Alakazam don't pair to breed another Alakazam—they produce their earliest evolutionary form, Abra, which starts out at Level 5.

Ditto-Worthy Solutions

If you have only a male of an evolutionary line that you want to breed, you're not out of luck. One Pokémon found wild in Kanto, the flexible Ditto, will help you achieve a breeding breakthrough. Some Pokémon, such as Tauros, are found only as wild males, so the Ditto workaround is key. And the amazing Pokémon also provides a solution for breeding Kanto's Gender Unknown Egg types (shown below), such as Magneton. To breed a Magnemite from Magneton, simply check it into a breeding facility with Ditto.

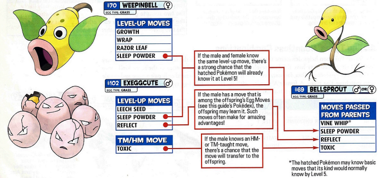


GENDER UNKNOWN EGG TYPES
MAGNEMITE
MAGNETON
VOLTORB
ELECTRODE
STARYU
STARMIE
PORYGON



Mix and Match for Superior Pokémon

Typically, the Pokémon hatched from an Egg will have the female's ability. And it will start with moves from a variety of sources. If you know the sources, you can pair Pokémon carefully to raise your chances of hatching a superior Pokémon that knows moves it would never learn, learns other moves much earlier than normal and wields attacks that it'd normally get only from TMs and HMs.



*The hatched Pokémon may know basic moves that its kind would normally know by Level 5.

THE POKéMON CENTER

Found mostly in cities, the Pokémon Centers are havens for Trainers who need to recover from adventuring, as well as social hubs for those who want to trade, battle and visit with other Trainers. Always know how far you are from the nearest Pokémon Center—they're essential to responsible Pokémon Training.

Heal 'Em Up, Send 'Em Out

You'll use the Pokémon Center most frequently for its recharging station. If you hand over the Poké Balls that your team is stored in, your crew will have its hit points and its Power Points restored within seconds. Don't let your team wear itself out on the road—recharge often.

Any time you're prepping for the next leg of your adventure, check in at the recharging desk to refresh your team.

After a few moments, you'll get your team back with full HP and PP, ready to take on any challenge.

Get Personal with the PC

You'll pick up many Pokémon and items during your quest. Use the PCs in each Pokémon Center to store it all away. Check in before you leave a city to reevaluate what you have on hand before you head out.

Circulate Your Pokémon into Battle

Different parts of your quest demand different skills from your team. Dip into Pokémon storage—14 storage boxes, each with space for 30 Pokémon—to swap members of your crew for others. Space for 420 Pokémon should be enough for a while; but hard-core Trainers may want to check out the much larger Pokémon Box (see page 32).

Swapping between your team and storage is simple: grab a Pokémon and drag it where you want to put it.

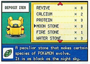
You can change the name and background pattern for each of the 14 storage boxes to fit your needs.

Connecting to Professor Oak

If you can't visit Professor Oak in person, you can always reach out and touch him via a PC connection. He'll be glad to analyze the current state of your Pokédex and advise you on how to broaden your collection even more. If he's opened up your National Pokédex, he'll also comment on how well you've filled it.

Tweak Your Inventory, Read Your Mail

You can carry only so many things while journeying, so transfer unnecessary items to a PC. It'll hold up to 30 kinds of items (with a large quantity for each). The PC also lets you store and read mail. Don't clutter your traveling inventory with it. You can send and receive mail by giving Pokémon mail to hold during trades.



You can cram only so much into your bag. Before you leave a city, transfer any clutter to PC storage.

Store mail on the PC. You can always open a letter and catch up on correspondence.

Digital Glory: The Hall of Fame

After you beat the Elite Four and become Kanto's Pokémon League Champion, the team of six that took you to the top will be recorded in the Hall of Fame. You can always check out the record via PC to recall which team helped you rise to the very top of the Pokémon League.

Never forget the friends that helped you get ahead. Check in at the PC to see which Pokémon made your name feared and respected in Kanto.

THE WORLD OF WIRELESS

Pokémon FireRed and Pokémon LeafGreen bring the world of Pokémon closer than ever. Each Pak comes with a Game Boy Advance Wireless Adapter that helps Kanto Trainers connect at a distance. You'll find lots of wireless gameplay in the region—much of it on the second floor of the Pokémon Center.

Union Room: Socialize and Strategize!

The community of Pokémon players has always been one of the most passionate groups of gamers in the world. The Union Room in Kanto brings 'em together in a whole new way. Before you head to the second floor of the Pokémon Center, make sure that your Game Boy Advance Wireless Adapter is attached. The Union Room, which lets you socialize with other wireless-equipped Kanto Trainers, will then be up and running. If you're playing Pokémon FireRed or LeafGreen in a crowd, you may find players waiting for you in the Union Room.

If you want to head into the Union Room, speak to the middle attendant on the second floor.

Before you choose to enter the Union Room, you can check how many people are already inside.

Meet and Greet

Up to 39 other Trainers can be in the Union Room with you. To speak with one, simply walk up and push the A Button. You'll be able to select several options, such as viewing your new friend's Trainer Card—it's a great way to get a sense of his Trainer standing.

Check out a player's card to find out if he's someone that you'd like to connect with further.

Chat with Players

Players from all over Kanto meet in the Union Room, so you can chat to learn secrets and strategy that will help you no matter where you go in the region. Or you can just shoot the breeze with other players.

You never know what you might find out from other Trainers when you're chatting in the Union Room.

Brief Battles

The Direct Corner remains the place for hard-core battling and trading. In the Union Room, however, you can get a taste of someone's battle skills by walking up and initiating a limited battle: each participant can use only two Pokémon at Level 30 or lower.

You'll each choose two Pokémon for a quick clash. You can always reconnect in the Direct Corner for more.

The Trade Board

Engaging with up to 39 other wireless Trainers to arrange trades would be chaos. The Union Room makes things easier with its trade board. For the duration of your stay in the room, you can post one of your Pokémon with a trade request for a specific type of Pokémon.

For example, you can post your Spearow with a request for any Ice-type Pokémon—very convenient.

Direct Corner: Go Head-to-Head

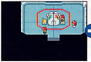
The Direct Corner has long been an essential part of Pokémon Centers. Though you can—as in previous games—use a cable to link up with one to three other players in Kanto's and Hoenn's Direct Corners, Pokémon FireRed and LeafGreen players can link up via wireless connection. The corner's Trade Center and Colosseum battles have never been easier to initiate, and the new Berry Crush wireless minigame offers some special rewards.

Strike up a conversation with the attendant on the left side of the room to make a direct connection.

To connect, one of the players must choose to lead a group that the others must join.

Two-Player Swapping in the Trade Center

Two players can meet in the Trade Center to trade specific Pokémon. Before you strike up a connection, fill your team with Pokémon that you'd like to trade. (There's a PC on the second floor for your convenience.) After you take a look at the other player's team of Pokémon, you can agree upon a trade and let the exchange commence. Trading is a critical part of Training strategy, so trade often to get ahead in your quest.



When you're ready to start trading talks with your partner, belly up to the trading station.

You'll see your team and your trading partner's team—negotiate carefully before you send over a Pokémon.

Matches in the Colosseum

Two or four players can smash their teams together in the Direct Corner's Colosseum to see whose Pokémon and battle skills are superior. You can enter a Single Battle or Double Battle match with two players, or engage in a Multi Battle match with four players. A Multi Battle is similar to a Double Battle: each team still has two Pokémon, but each team also has two Trainers. It's the ultimate thrill in Colosseum battles—and it demands serious teamwork to pull off the combos.

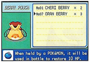
Once you enter the Colosseum, you'll have to take your position at your end of the battlefield.

Colosseum Rules:

- There's no limit to Pokémon level.
- Use of all items except held items is prohibited.
- Held items collected during battle will be returned after the battle.
- Using the Run option results in a forfeit.

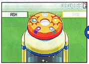
Get Rich with Berry Crush

After you get the Berry Jar from the Cerulean City Powder Trader, you can play Berry Crush. You and other players will throw berries into the contraption, then you'll mash the A Button to pulverize them into powder. Which berries you use determines how much powder you'll get to buy the trader's items (see page 45). Players will also be rated by one of four crushing criteria.

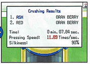


You'll need to dip into your Berry Pouch to make a contribution to the Berry Crush wireless minigame.

BERRY	MAX. POWDER
Aspear, Cheri, Chesto, Pecha, Rawst	20
Leppa, Lum, Oran, Persim, Sitrus	30
Aguav, Figy, Iapapa, Mago, Wiki	50
Bluk, Nanab, Pinap, Razz, Wepear	70
Grepa, Hondew, Kelpsy, Pomeg, Qualot	100
Cornn, Magost, Nomel, Rabuta, Tamato	150
Belue, Durin, Pamtre, Spelon, Watmel	250



If two or more players hit A simultaneously, the lights flash and the Berry Crush produces extra powder.



After all the berries are fully crushed, players will see the final results of their cooperation.

Crushing Criteria:

NO. OF PRESSES: Players are ranked by the number of times they pushed the A Button.

NEATNESS: Players are ranked by how well they pushed the A Button in a consistent rhythm.

COOPERATIVE: Players are ranked by the number of times they hit the A Button at the same time as others did.

PRESSING POWER: Players are ranked by the longest A-Button-press they achieved during the session.

POKéMON BOX: A HUGE SOLUTION

Are you a Trainer who plans to throw yourself into the worldwide Pokémon hunt, breed in serious pursuit of superpowerful Pokémon or transport dozens of Pokémon to and from Kanto? Pokémon Box for the Nintendo GameCube is the perfect solution for Trainers who need maximum storage and mass transport.

Break into Pokémon Box

Ambition knows no bounds—unless it maxes out the Pokémon storage space on Kanto's PCs. Pokémon Box provides storage space for 1,500 Pokémon, plus great ways to sort and display such gigantic assemblies. The amazing utility program comes with a Nintendo GameCube Game Boy Advance cable plus a special Memory Card—you'll be connecting and storing your horde in no time. The must-have application is available only through the Pokémon Center NY store and its website, Pokemoncenter.com.

Brigette's Invention

Kanto's Bill invented the PC system. Hoenn's Lanette made it better. And Lanette's sister, Brigette, created the Pokémon Box system, which ties into the PCs in both Kanto and Hoenn to provide more storage capacity.

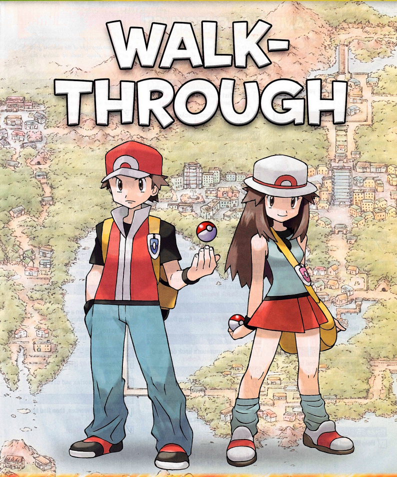
Superdeep Storage

When you connect Pokémon Box on your Nintendo GameCube to your GBA Pak, you'll be able to see both storage banks at once, then grab batches of Pokémon from one area and move them to the other with ease.

Further Features

Pokémon Box has many ways for you to sort and display your collection. It also connects to Pokémon Ruby and Sapphire (but not Pokémon FireRed and LeafGreen) and allows you to play the Hoenn epic on your TV.

WALK-THROUGH



GAMEPLAY CHECKLIST

There's a lot to see and do in Pokémon FireRed and LeafGreen, and sometimes you can lose sight of the ultimate goal. The checklist shows everything you'll need to do to complete the game, and some things (such as catching the legendary Pokémon) that will make your experience much richer.

☑ Check off events as you finish them.

Pallet Town — PG. 37
- ☐ Receive a Pokémon from Prof. Oak.

Viridian City — PG. 38
- ☐ Receive Oak's Parcel at the Pokémart.

Pallet Town — PG. 37
- ☐ Return Oak's Parcel and receive the Pokédex and five Poké Balls.
- ☐ Get the Town Map from your rival's sister.

Viridian City — PG. 38
- ☐ Get the world-famous Teachy TV.

Route 22 — PG. 38
- ☐ Lay the smack down on your rival.

Pewter City — PG. 40
- ☐ Pummel Brock and get the Boulder Badge and TM 39 (Rock Tomb).
- ☐ Snag the Running Shoes from Oak's assistant.

Mt. Moon — PG. 42
- ☐ Best the researcher and take either the Helix Fossil or the Dome Fossil.

Cerulean City — PG. 44
- ☐ Humiliate your rival anew and take the Fame Checker.

Route 25 — PG. 46
- ☐ Help Bill and obtain the S.S. Ticket.

Cerulean City — PG. 44
- ☐ Rout Misty and get the Cascade Badge and TM 03 (Water Pulse).
- ☐ Vanquish the Team Rocket thug and acquire TM 28 (Dig).

Vermilion City — PG. 48
- ☐ Inherit the Vs. Seeker from a girl in the Pokémon Center.
- ☐ Get the Old Rod from a fisherman.
- ☐ Listen to the Pokémon Fan Club president, then accept his proffered Bike Voucher.

Cerulean City — PG. 44
- ☐ Swap the voucher for a Bicycle.

S.S. Anne — PG. 50
- ☐ Pulverize your rival. Again.
- ☐ Get HM 01 (Cut) from the captain.

Vermilion City — PG. 48
- ☐ Wipe the floor with Lt. Surge and receive the Thunder Badge and TM 34 (Shock Wave).

Route 2 — PG. 39
- ☐ Pilfer HM 05 (Flash) from Oak's assistant.

Pewter City — PG. 40
- ☐ Enter the museum's back door and garner some Old Amber.

Celadon City — PG. 55
- ☐ Take the Tea from the old woman in Celadon Mansion.
- ☐ Walk into Celadon Mansion's back door and receive Eevee.
- ☐ Smite Erika and get the Rainbow Badge and TM 19 (Giga Drain).
- ☐ Pick up the Coin Case from a man in the restaurant.
- ☐ Search a poster in the Game Corner to discover the Hideout.

Team Rocket Hideout — PG. 57
- ☐ Defeat Team Rocket heavies and obtain the Lift Key.
- ☐ Clobber Giovanni and reclaim the stolen Silph Scope.

Route 7 — PG. 53
- ☐ Give Tea to the guard and enter Saffron City.

Pokémon Tower — PG. 54
- ☐ Overpower Marowak's ghost and release her spirit.
- ☐ Go to the top floor and free Mr. Fuji from Team Rocket's clutches.

Lavender Town — PG. 53
- ☐ Obtain a Poké Flute from Mr. Fuji.

Saffron City — PG. 58
- ☐ Defeat the Karate Master and take Hitmonlee or Hitmonchan.

Silph Co. — PG. 59
- ☐ Find the Card Key.
- ☐ Get Lapras from a grateful employee—after crushing your rival.
- ☐ Destroy Giovanni and receive a Master Ball from Silph's president.

Route 16 — PG. 61
- ☐ Procure HM 02 (Fly) from a girl in a house.
- ☐ Wake up Snorlax and catch it.

Safari Zone — PG. 63
- ☐ Talk to the warden, then find his missing Gold Teeth.
- ☐ Obtain HM 03 (Surf).

Fuchsia City PG. 62

- [ ] Collect the **Good Rod**.
- [ ] Return the warden's teeth for a reward of **TM 04 (Strength)**.
- [ ] Smash Koga and take his **Soul Badge** and **TM 06 (Toxic)**.

Route 12 PG. 64

- [ ] Wake and battle another Snorlax.
- [ ] Receive the **Super Rod** from another eager fisherman.

Route 11 PG. 51

- [ ] Claim the **Itemfinder** from one of Oak's assistants.

Saffron City PG. 58

- [ ] Thrash Sabrina and earn the **Marsh Badge** and **TM 04 (Calm Mind)**.

Power Plant PG. 65

- [ ] Catch Zapdos.

Seafoam Islands PG. 66

- [ ] Catch Articuno.

Cinnabar Island PG. 67

- [ ] Give your fossil to the scientist and get Omanyte or Kabuto. Fork over your Old Amber and receive Aerodactyl.

Pokémon Mansion PG. 68

- [ ] Hunt down the **Secret Key**.

Cinnabar Island PG. 67

- [ ] Douse Blaine and get the **Volcano Badge** and **TM 38 (Fire Blast)**.
- [ ] Set out for One Island.

One Island PG. 69

- [ ] Take the **Meteorite** from Bill. Get the **Tri-Pass** and an additional Town Map page from Celio.

Ember Spa PG. 70

- [ ] Pluck **HM 06 (Rock Smash)** from the old man.

Mt. Ember PG. 71

- [ ] Catch Moltres.

Two Island PG. 72

- [ ] Agree to help the Game Corner owner find his lost daughter.

Three Island PG. 73

- [ ] Polish off the motorcycle gang and free Three Island.

Berry Forest PG. 73

- [ ] Defeat or catch the Hypno that is harassing the lost girl.

Two Island PG. 72

- [ ] Return the girl and swap the Meteorite for a **Moon Stone**.

One Island PG. 69

- [ ] Head back to Kanto.

Viridian City PG. 74

- [ ] Work Giovanni and get the **Earth Badge** and **TM 26 (Earthquake)**.

Route 22 PG. 74

- [ ] Smack your rival around.

Indigo Plateau PG. 77

- [ ] Defeat the Elite Four, then humble your rival one last time.

Pallet Town PG. 37

- [ ] Upgrade the Pokédex.

Vermilion City PG. 48

- [ ] Take the ferry to One Island.

One Island PG. 69

- [ ] Agree to help Celio get the Network Machine up and running.

Mt. Ember PG. 71

- [ ] Listen to the Team Rocket members and learn the first warehouse password.
- [ ] Fight Team Rocket, enter the cave and take the **Ruby**.

One Island PG. 69

- [ ] Give the Ruby to Celio, then agree to help him find another stone. Trade your Tri-Pass for a shiny new **Rainbow Pass** and add another page to the Town Map.

Icefall Cave PG. 80

- [ ] Obtain **HM 07 (Waterfall)**.
- [ ] Defeat the Team Rocket goons and find out where they are taking the captured Pokémon.

Ruin Valley PG. 85

- [ ] Decode the words written on the door, and open it.

Dotted Hole PG. 85

- [ ] Find the **Sapphire**. When the researcher takes it, use the password he leaves behind to enter the Rocket Warehouse.

Rocket Warehouse PG. 83

- [ ] Defeat the remnants of a disbanded Team Rocket.
- [ ] Overthrow the researcher and reclaim the stolen Sapphire.

One Island PG. 69

- [ ] Hand the Sapphire to Celio so he can finish the Network Machine.

Cerulean Cave PG. 90

- [ ] Catch Mewtwo.

READING THE WALK-THROUGH

The walk-through will tell you everything you need to know to complete the game, but it's no good if you can't understand it. Study this section carefully so you'll be ready to scan a page and pull out the information you need.

LATER

You can't see it all on the first trip through Kanto. You'll often need to revisit an area to receive an item or trigger an event. "Later" labels indicate those instances.

GYM LEADER

Each Gym Leader appears in a box that tells you who he or she is and the Pokémon you'll face—plus strategy for dealing with the foe.

POKéMON TYPES

BUG	BUG
DRK	DARK
DRG	DRAGON
ELC	ELECTRIC
FTG	FIGHTING
FIRE	FIRE
FLY	FLYING
GHO	GHOST
GRS	GRASS
GRD	GROUND
ICE	ICE
NRM	NORMAL
PSN	POISON
PSY	PSYCHIC
RCK	ROCK
STL	STEEL
WTR	WATER

RIVAL BATTLES

You'll meet and battle your rival several times. His Pokémon will depend on which Pokémon you take from Professor Oak at the beginning of the game.

REGION MAP

The region map highlights your location. The green sections indicate towns, cities and routes. The red sections mark caves.

MAP KEY

ROUTE 21 page 70

Black arrows lead you to adjoining areas that are shown on different pages.

CENTER Pokémon Center

GYM Pokémon Gym

MART Pokémart

A

Letters inside black circles indicate connections between two different maps. If the connecting map is not on the same page, the page number will be listed next to the circle.

STICK

Yellow labels show item locations. You can find items on the ground or get them from people.

METRONOME

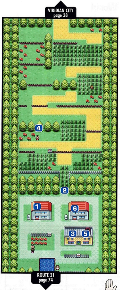
Blue labels show the location of Move Tutors—characters who will teach your Pokémon a TM. The move can be learned only once.

!

Red exclamation points show where you'll meet and battle with your rival. They are accompanied by a Rival Battle strategy box.

PALLET TOWN & ROUTE 1

Pallet Town is the small, unassuming burg from which you'll embark on your adventure. In the beginning you can walk only north, but once you learn Surf you can come back and explore the waters to the south. Spend a little time getting to know your neighbors before rushing out into the great wide world.



1 Home Sweet Home

Your home is your castle—a welcome retreat from the crazy life of a Pokémon Trainer. When you visit home, your mom will let you rest in the upstairs bedroom. Any injured Pokémon in your party will be healed during the snooze.

LATER After you've completed some major milestones in your Pokémon-training career—caught 60 Pokémon, returned Lostelle to her father on Two Island and become the Pokémon League Champion—Professor Oak will upgrade your Pokédex so it will help you keep track of the hundreds of Pokémon across the whole world, not just Kanto's 151.

2 Leaving So Soon?

There isn't a lot to see in Pallet Town, and the road calls to all restless Pokémon Trainers. When you try to leave, however, Professor Oak will impede your progress and escort you back to his laboratory.

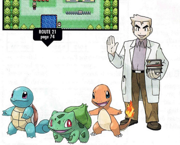
3 Choose Wisely

After Professor Oak smacks down his hot-headed grandson, he'll let you choose a Fire-type Charmander, a Grass-and-Poison type Bulbasaur or a Water-type Squirtle to call your own. Think carefully—you get only one, and you won't be able to catch the remaining two Pokémon anywhere else.

4 Potion Commotion

POTION

Head north from Pallet Town and talk to the Pokémart employee on Route 1. The slick salesman knows that happy customers are repeat customers, and if you speak to him he'll give you a free Potion to start you on your journey. After you get the freebie, continue to Viridian City.



5 Get the Pokédex

POKéDEX **POKé BALL x5**

A man at the Pokémart in Viridian City will give you a package for Professor Oak. When you return it to him, the grateful prof will give you a Pokédex and five Poké Balls. You'll then be ready to catch wild Pokémon and start building your collection.

6 A Sister's Revenge

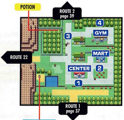
TOWN MAP

After you get the Pokédex, swing by your rival's house in the top-right corner. His sister will give you a town map that shows the location of Kanto's important landmarks.

LATER After you've become the Pokémon League Champion, your rival's sister will occasionally offer to groom one of your Pokémon, which will strengthen its Friendship with you. You can also have her evaluate your bond with your lead Pokémon.

VIRIDIAN CITY

Viridian City seems like a bustling metropolis compared to the slow pace of Pallet Town. You'll be able to experience your first Pokémart, Pokémon Center and Gym in Viridian City, and also meet a lot of interesting people. When you return with a few new moves and badges under your belt, you'll be able to do even more.



LATER Once you've learned Cut (HM 01), you can slice down a small tree in the southwest corner of Viridian City. The man waiting there will teach Dream Eater to one of your qualified Pokémon.

POKéMART			
ANTIDOTE	100	POKé BALL	200
PARALYZE HEAL	200	POTION	300

1 The Center of Your World

Pokémon Centers are located in any town of decent size, and they're invaluable resources. The nurse on the first floor will heal your Pokémon free of charge and let you use the computer to her right. Upstairs you'll find stations where you can battle your friends or trade Pokémon. See page 24 for more details.

2 Shop Smart. Shop Pokémart. OAK'S PARCEL

The Pokémart sells a small assortment of items that will help you in battle. (Later Pokémarts will have a much larger selection.) Speak to the man behind the counter to receive a parcel for Professor Oak.

3 Get up, Gramps! TEACHY TV

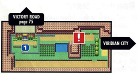
On the east side of town you'll find an old man lying on the ground who will refuse to let you pass. Once you deliver Oak's Parcel, however, the old timer will let you through and give you the Teachy TV—which shows how to battle and catch wild Pokémon.

4 Gym Leader in Hiding

LATER The Viridian City Gym will remain closed until you have seven badges. Once you do, you can return and challenge the Gym Leader for the eighth and final badge.

ROUTE 22

Your rival is waiting for you on Route 22, and he's got two higher-level Pokémon. Try to grab a Mankey in the tall grass—it will be helpful for your first Gym Leader battle.



1 We Need Badges

You won't be able to pass through Victory Road until you own all eight Gym Badges. Rather than wasting your time haggling with guards, search the grass on Route 22 and catch a few wild Pokémon.

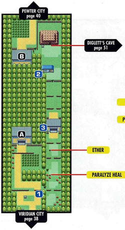
! RIVAL BATTLE 1

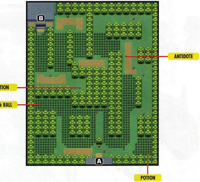
	LV 9	PIDGEY	NRM-FLY
YOUR STARTER	RIVAL'S POKéMON		
BULBASAUR	LV 9	CHARMANDER	FIRE
CHARMANDER	LV 9	SQUIRTLE	WTR
SQUIRTLE	LV 9	BULBASAUR	GRS-PSN

In addition to the Pokémon he took from Professor Oak, your rival will have a level-nine Pidgey. If you caught a wild Pikachu on Route 2, use Thundershock to take down the Pidgey.

ROUTE 2 & VIRIDIAN FOREST

Route 2 contains some useful wild Pokémon, including Pikachu—and catching the Electric-type early will give you a big advantage in the first couple of gyms. Viridian Forest is home to a number of trained and wild Pokémon—nearly all of which are Bug-types. Use Fire-, Flying- and Rock-type moves to bring the Bugs into line.





1 How to Cut Like a Pro

LATER Once you've learned the HM Cut, you can use it to chop down small, thin trees and enter the eastern side of Route 2. The trees are an especially hearty variety and will regrow almost immediately once you are out of sight.

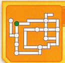
You'll learn Cut from the captain of the *S.S. Anne*, a luxury liner docked in Vermilion City.

2 Mime! All Mime!

LATER A young Pokémon Trainer in the house at the north end of Route 2 will swap his rare Mr. Mime for an Abra. If you have a spare Abra in your party, take him up on the offer. The level of Mr. Mime will match that of the traded Pokémon.

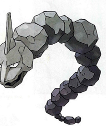
3 Earning Flash HM 05 (FLASH)

LATER Professor Oak has stationed assistants all around Kanto to encourage you in your journey. If you speak to the one inside the blue-roofed building, he will give you Flash (HM 05)—but only if you have 10 Pokémon in your Pokédex.



PEWTER CITY

Pewter City is home to a number of impressive sights, including the Pewter Museum of Science and a handsome Gym Leader named Brock. The Pokémart also has a couple of new items for sale, including the Escape Rope. Increase your cultural awareness by visiting the scholarly types, then go pound Brock into the ground.



1 The Profiler

Inside the Pokémon Center, you'll find a young girl in a pink dress. If you speak to her, she'll offer to change your profile—which is the message that appears when you battle other Trainers. You can build the profile by choosing four words or phrases from a lengthy list of options.

2 In the Name of Science

The museum charges a hefty entrance fee of ₽50, and there are no membership discounts. If you fork over the cash, you'll be able to speak to the other patrons and view exhibits of old Pokémon fossils—but there's no strategic reason to do so.

3 Fight for Your Freedom

Brock is always looking for a good challenge. To that end, he's stationed a lackey at the eastern edge of town who will block your way until you challenge and defeat the Gym Leader.

POKéMART			
ANTIDOTE	100	PARALYZE HEAL	200
AWAKENING	250	POKé BALL	200
BURN HEAL	250	POTION	300
ESCAPE ROPE	550	REPEL	350

4 Shoes of Speed RUNNING SHOES

After you defeat Brock, a man on the east side of town will give you the Running Shoes. The new kicks (a present from your mom) allow you to run by holding down the B Button.

5 Backdoor Bargains OLD AMBER

LATER The museum has a backdoor, but you can't use it until you know Cut. Once you do, speak to the scientist in the corner to get a piece of Old Amber. You can turn it into an Aerodactyl on Cinnabar Island.

6 The Toss Is Boss SEISMIC TOSS

LATER A scientist in the rear of the museum knows Seismic Toss, a powerful Fighting-type move that causes damage equal to the Pokémon's level. He will teach it to one of your Pokémon if you ask nicely.

GYM LEADER BROCK

LV 12	GEODUDE ♂	RCK-GRD	LV 14	ONIX ♂	RCK-GRD

RECOMMENDED MOVE TYPES: WATER, GRASS, FIGHTING

If you selected Bulbasaur or Squirtle as your starting Pokémon, you'll have little trouble with Brock. Water- and Grass-type attacks will be doubly effective against his Rock-and-Ground types. If you took Charmander, the battle will be tougher. Use any Grass-, Water- or Fighting-type moves at your disposal to gain the upper hand. You can catch a wild Mankey on Route 22, it will prove very useful against Brock.

PRIZES: BOULDER BADGE & TM 39 (ROCK TOMB)

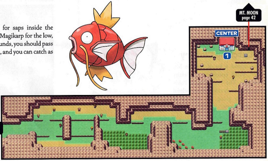
The Boulder Badge raises your Pokémon's Attack and lets you use Flash; Rock Tomb lowers a foe's Speed by one level.

ROUTE 3

Route 3 connects Pewter City with Mt. Moon. The area is packed to the brim with eager Trainers, most of whom are holding Bug-type Pokémon (with the occasional Normal- or Flying-type). If you run into trouble, make for the Pokémon Center at the end of the road and heal your team.

1 Bad Deals

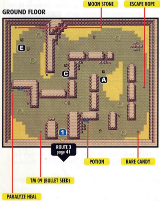
A shady traveling salesman is trolling for saps inside the Pokémon Center. He'll offer to sell you a Magikarp for the low, low price of ₽500. As tempting as that sounds, you should pass on the offer. Magikarp isn't very powerful, and you can catch as many as you want for free later on.



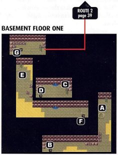
MT. MOON

You'll find lots of wild Geodudes and Zubats inside Mt. Moon, but you'll also encounter lots of strong Trainers—many of whom use Bug-, Flying- or Poison-type Pokémon. (If you catch a Geodude, it can usually hold its own against all three types.) Bring along plenty of Potions and Antidotes, plus an Escape Rope in case things get out of hand.

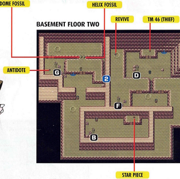
GROUND FLOOR



BASEMENT FLOOR ONE

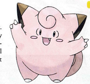


BASEMENT FLOOR TWO



1 Catching Clefairy

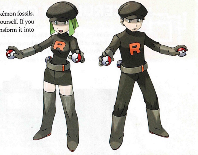
If you spend a lot of time in Mt. Moon, you'll encounter a Clefairy eventually. The Normal-type Pokémon is extremely rare and very helpful in the early going. Do whatever it takes to snag one.



2 The Fossil Selection

Near the exit to Mt. Moon, you'll discover a man guarding a pair of Pokémon fossils. Once you defeat him in battle, you'll get to take one of the fossils for yourself. If you take the fossil to the Pokémon Lab on Cinnabar Island, you can transform it into either a Kabuto or Omanyte.

The Dome Fossil (on the left) will become a Kabuto, while the Helix Fossil (on the right) will turn into an Omanyte. Both are Rock-and-Water-types with one evolution, so take the one that suits you better.



ROUTE 4

Route 4 will seem like a picnic compared to the harsh world of Mt. Moon. If you're low on energy, bypass the grass and head for the Pokémon Center in Cerulean City immediately. If you still have the will to explore, however, wander through the weeds for a bit—FireRed players can pick up an Ekans, while LeafGreen games can capture a Sandshrew.

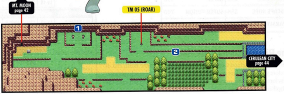
1 Deliver the Goods

MEGA PUNCH | MEGA KICK

When you exit Mt. Moon you'll find a pair of fighters standing on a hilltop. Each one will offer to teach you a move—Mega Punch or Mega Kick—that you can learn only once. Think carefully before you agree to learn them, especially if you want a powerful Fighting-type move for a later Pokémon.

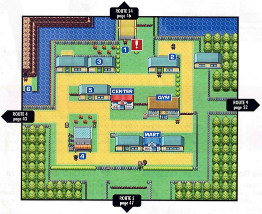
2 The Cliff of No Return

Once you leap off the cliff marked with a 2 on the map below, you won't be able to return to Mt. Moon for some time. Make sure that you collect all the Pokémon and items you want before proceeding.



CERULEAN CITY

Cerulean City is home to a Pokémon Gym, and it's also the launching point for all those who wish to visit the Pokémaniac known as Bill. Spend some time learning about berries, help foil a robbery and check out the insane prices on wheeled transportation. It's all in a day's work for an up-and-coming Pokémon Trainer.



POKéMART

ANTIDOTE	100	POKé BALL	200
AWAKENING	250	POTION	300
BURN HEAL	250	REPEL	350
ESCAPE ROPE	550	SUPER POTION	700
PARALYZE HEAL	200		

1 The Rival Returns

FAME CHECKER

Once you visit the Pokémon Center, head for the bridge on the north end of town. Before you can set foot on it, your rival will appear and mock you mercilessly before challenging you to a fight. If you defeat him, you'll earn the Fame Checker—a device that lets you recall certain conversations.

! RIVAL BATTLE 2

	LV 18	PIDGEOTTO	NRM-FLY
	LV 15	ABRA	PSY
	LV 15	RATTATA	NRM
YOUR STARTER	RIVAL'S POKéMON		
BULBASAUR	LV 18	CHARMANDER	FIRE
CHARMANDER	LV 18	SQUIRTLE	WTR
SQUIRTLE	LV 18	BULBASAUR	GRS-PSN

Don't be rattled by the sudden appearance of an Abra—the Psychic-type will try to use Teleport for the first few turns. Take him out with a physical attack before he uses a move that causes damage. Use Rock- or Electric-type moves to take down Pidgeotto, then a Pokémon with high Defense to wear out Rattata.

2 Punish the Thief TM 28 (DIG)

Team Rocket has ransacked a house on the edge of town. After you head north and meet with Bill the Pokémaniac, enter the house and use the backdoor to access a new part of Cerulean City. You'll have to defeat the thief first, and he uses Fighting- and Psychic-type Pokémon. When you best him, he'll hand over Dig.

3 Berry-Powder Trader POWDER BAG

Once you have at least one berry, you can get the Powder Jar from the berry-obsessed man. You can then play the Berry Crusher wireless-multiplayer minigame on the second floor of Pokémon Centers in Kanto (see page 25) to produce Berry Powder. The man will trade you power-ups, including rare minerals, for the powder.

POWDER TRADER	
CALCIUM	1,000
CARBOS	1,000
ENERGYPOWDER	50
ENERGY ROOT	80
HEAL POWDER	50
HP UP	1,000
IRON	1,000
PP UP	3,000
PROTEIN	1,000
REVIVAL HERB	300
ZINC	1,000

4 Nice Bikes, Awful Prices BICYCLE

LATER The shop on the southwest end of town sells bicycles for ₽1,000,000 each! There's no way to purchase one, so return when you get the Bike Voucher from Vermilion City.

5 Jynxed! FAB MAIL

The old man on the west side of town will give you a Jynx in exchange for a Poliwhirl. It's the only way you can get the rare Ice-and-Psychic type Pokémon, so trade as soon as you can. You can find a Poliwhirl by using the Super Rod near Viridian City.

6 Cerulean Cave's Mystery Dungeon

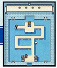
LATER You can reach Cerulean Cave only by Surfing from the takeoff spot at the north end of the bridge. A bouncer who warns you about superstrong Pokémon inside the cave won't let you pass until you've proved your might. To do so, you must become the Pokémon League Champion, then help Celio get the Network Machine up and running on One Island. Return when you've done so and enter Kanto's ultimate dungeon (see page 90).

GYM LEADER MISTY

LV 18	STARYU	WTR	LV 21	STARMIE	WTR-PSY

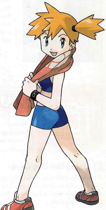
RECOMMENDED MOVE TYPES: GRASS, ELECTRIC

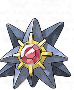
Misty has a team composed of Water-types, with one Water-and-Psychic-type thrown in for good measure. Grass-type moves will eliminate her team in short order, but you can also use Electric-type moves to good effect. Consider using Bug-type moves on Starmie—they're supereffective. If you took Squirtle from Oak, you should be able to win a battle of attrition with the help of a couple of Potions.

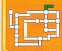


PRIZES: CASCADE BADGE & TM 03 (WATER PULSE)

The Cascade Badge lets you control Pokémon up to Level 30 and also use Cut. Water Pulse has a 20 percent chance of causing Confuse.

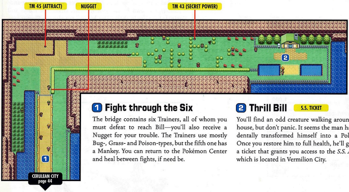






ROUTES 24 & 25

Routes 24 & 25 lead to Bill's house, and there are many Trainers to test you along the way. More importantly, you can find an Abra in the clump of grass northeast of the bridge. You'll need a fast Pokémon that can cause Sleep or Paralyze to catch the elusive Psychic-type—otherwise it will cast Teleport and flee. Try using a Butterfree that knows Sleep Powder.



1 Fight through the Six

The bridge contains six Trainers, all of whom you must defeat to reach Bill—you'll also receive a Nugget for your trouble. The Trainers use mostly Bug-, Grass- and Poison-types, but the fifth one has a Mankey. You can return to the Pokémon Center and heal between fights, if need be.

2 Thrill Bill S.S. TICKET

You'll find an odd creature walking around Bill's house, but don't panic. It seems the man has accidentally transformed himself into a Pokémon. Once you restore him to full health, he'll give you a ticket that grants you access to the *S.S. Anne*—which is located in Vermilion City.

ROUTES 5 & 6

Route 5 leads from Cerulean City to Saffron City, while Route 6 takes you between Saffron and Vermilion Cities. You won't have access Saffron City at the moment, so take the underground passage and head for Vermilion. You'll face a few Trainers using mostly familiar Bug- and Normal-type Pokémon—nothing you can't handle.

1 Using the Day Care

If you leave a Pokémon in the Day Care, it will gain experience as you take steps. When you want to pick it up again, you'll have to pay a fee based on how much it has grown. See page 27 for complete details about the Day Care.

2 None Shall Pass

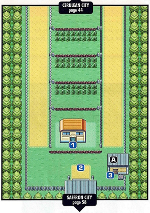
LATER The guard at the gate to Saffron City won't let you through, but he will complain about how thirsty he is. Once you visit Celadon City and get the Tea, you can give it to the guard and access the area.

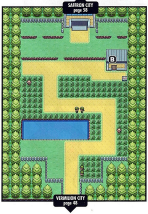
3 The Nido Shuffle TINYMUSHROOM

The young girl on the Cerulean side of the Underground Passage wants to trade Pokémon. If you're playing FireRed, she'll give you a female Nidoran in exchange for a male. If you're playing LeafGreen, she'll fork over a male Nidoran in exchange for a female.

4 Invisible Treasures

LATER There are a few goodies hidden in the Underground Passage, but you'll need the Itemfinder to locate them. Once you receive the tool, activate it and follow the arrows, then press A to search.

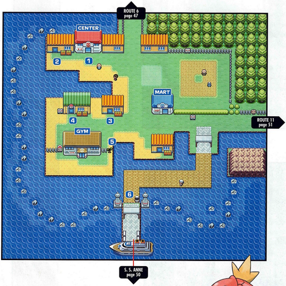

CERULEAN CITY
page 44
1
A
2
3
SAFFRON CITY
page 58


SAFFRON CITY
page 58
B
VERMILION CITY
page 48

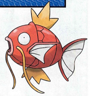
A
4
B

VERMILION CITY

Vermilion City is home to the S.S. Anne, a massive luxury liner that is hosting a party for dozens of Pokémon Trainers. It also boasts a Gym and a man who will give you a fishing rod—which is the first step in catching wild Water-type Pokémon.



POKéMART			
ANTIDOTE	100	POKé BALL	200
AWAKENING	250	REPEL	350
ICE HEAL	250	SUPER POTION	700
PARALYZE HEAL	200		



1 Seek and Destroy VS. SEEKER

A young woman in the Pokémon Center will hand you a Vs. Seeker if you speak with her. The item allows you to scan an area for Pokémon Trainers that you've already defeated and see if they wish to battle anew. Each time you use it, you must recharge it by taking 100 steps.

2 The Ol' Fishing Rod OLD ROD

A man who calls himself the Fishing Guru lives in a house on the west edge of town. If you tell him that you like to fish, he'll give you the Old Rod. You can use the rod to fish in any body of water, although it will catch only Magikarp.

3 A Farfetch'd Idea STICK

The girl in the center house will give you a Farfetch'd in exchange for a Spearow. Since Spearows are very common and this is the only Farfetch'd in the game, you'd be well advised to make the trade. The Flying-type Pokémon also comes with a Stick—an item that improves the Critical Hit stat. Only Farfetch'd can use the Stick.

4 Yakity Yakity BIKE VOUCHER

The old fellow in the house with a green roof loves to talk. If you permit, he will yammer on and on about all things Pokémon. If you hear him out, however, he'll reward you with a Bike Voucher. You can take the voucher back to the bike shop in Cerulean City to receive a free bicycle.

5 To the Gym

You can't take on the Gym Leader until you've learned Cut—there's a tree blocking the way. The captain of the *S.S. Anne* will give you the HM, so head for the boat and meet with the good captain if you want to take down Lt. Surge.

6 Head for the Sevii Islands

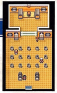
LATER After you gain one of two special island passes, you'll be able to ride a special ferry to the distant Sevii Islands. With the Tri-Pass, you can travel to One Island, Two Island and Three Island; with the Rainbow Pass that you'll get even later, you'll be able to ride to Four Island, Five Island, Six Island and Seven Island, as well.

GYM LEADER LT. SURGE

LV 21	VOLTORB	ELC	LV 24	RAICHU	ELC
LV 18	PIKACHU	ELC			

RECOMMENDED MOVE TYPES: GROUND

Lt. Surge has spent his entire career in training, and his Pokémon are a fierce bunch. Unfortunately for him, they're all Electric-types. Take in a couple of strong Ground-type Pokémon; they will be unaffected by all Electric-type attacks. If you don't have a Ground-type, try using a Normal- or Grass-type that knows a damage-causing Ground-type move. Avoid sending in Water- or Flying-type Pokémon at all costs—they will be decimated.



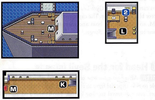
PRIZES: THUNDER BADGE & TM 34 (SHOCK WAVE)

The Thunder Badge increases the Speed of your Pokémon and lets you use Fly outside of battle. Shock Wave is an Electric-type move that will always strike the foe.

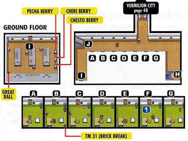
S.S. ANNE

It's all the fun of a cruise without the seasickness and lame limbo parties! The S.S. Anne is hosting a Pokémon spectacular, and all the guests are itching for a fight. Make your way from bow to stern and challenge all who dare oppose you, then pay a visit to the captain's stateroom to learn a new HM.

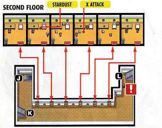
THIRD FLOOR



GROUND FLOOR



SECOND FLOOR



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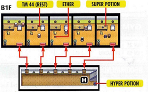


1 Rest and Relaxation

Remember the location of your bedroom—it's where you can take a quick nap and restore the health of all Pokémon in your party. Speak to the girl inside to initiate the process.

2 Making the Cut HM 01 (CUT)

The seasick captain will give you the Cut HM after you speak to him. Be careful—once you get the move and leave the ship, the *S.S. Anne* will sail away and never return. Make sure that you get all the items and battle all the Trainers before the boat departs.

! RIVAL BATTLE 3

	LV 19	PIDGEOTTO	NRM-FLY
	LV 18	KADABRA	PSY
	LV 16	RATICATE	NRM
YOUR STARTER	**RIVAL'S POKéMON**		
BULBASAUR	LV 20	CHARMELEON	FIRE
CHARMANDER	LV 20	WARTORTLE	WTR
SQUIRTLE	LV 20	IVYSAUR	GRS-PSN

The third time you meet your French-speaking rival, he'll unleash four powerful Pokémon. Use Electric- or Rock-type attacks on Pidgeotto, and use a Pokémon with high Speed to blast Raticate before it can use Hyper Fang. Kadabra is tough, but it has a low Defense—hit it with strong physical attacks.

ROUTE 11 & DIGLETT'S CAVE

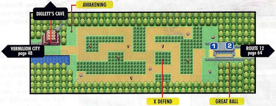
Route 11 is full of Trainers who use a wide variety of Pokémon, including Fire-types and an Electric-and-Steel-type. When you're not fighting, search the grass for a Drowzee. Diglett's Cave is a tough go. Use Water- and Grass-type attacks to make it easier.

1 Find the Finder ITEMFINDER

If you have 30 different Pokémon in your Pokédex, an assistant to Professor Oak will give you the Itemfinder. You can use it to find invisible goodies in a variety of locations.

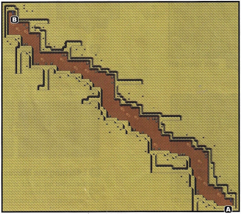
2 The Nido Shuffle

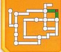
The boy sitting next to Oak's assistant wants to trade Pokémon. If you're playing FireRed, he will give you a Nidorina in exchange for a Nidorino. In LeafGreen, he will offer his Nidorino for a Nidorina.



GROUND FLOOR

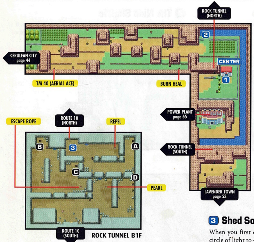
B1F

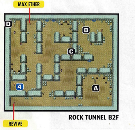




ROUTES 9 & 10 & ROCK TUNNEL

After clearing out the S.S. Anne and exploring Diglett's Cave, go back to Cerulean City then head east to reach Routes 9 and 10. You'll find a bunch of Trainers armed with a variety of Pokémon, so be sure to bring a well-balanced team. Include one Pokémon that knows the HM Flash—otherwise you won't get very far in the darkness of Rock Tunnel.





1 The Everstone Gift

EVERSTONE

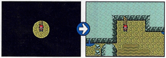
Another of Professor Oak's many aides is waiting for you in the Route 9 Pokémon Center. If your Pokédex has at least 20 entries, he will give you an Everstone. A Pokémon that holds the item is prevented from evolving.

2 Catch a Big One

LATER Once you've learned Surf, go to the north end of Route 9 and use the skill to head south. At the end of the river you'll find a power plant where you can catch the incredibly rare Electric-type Pokémon Zapdos.

3 Shed Some Light on the Subject

When you first enter Rock Tunnel, you'll have only a small circle of light to guide your way. Use the HM Flash to illuminate the cave and make the journey much easier. Rock Tunnel is also a good place to use the Itemfinder and pick up a few choice tidbits.



4 Learning the Moves

ROCK SLIDE

A yellow-capped boy on B2F of Rock Tunnel will teach Rock Slide to one of your Pokémon. The Rock-type move is fairly powerful, and it may cause the victim to flinch and miss its turn.

LAVENDER TOWN & ROUTES 7 & 8

Lavender Town is home to the scariest skyscraper around, but you won't be able to reach the top floor on your first visit. If you want a Haunter, however, enter the tower immediately and capture the Ghost-and-Poison-type—just make sure it knows Hypnosis! Once you get the Silph Scope, return to the tower and climb to the top floor to rescue a man named Mr. Fuji.

1 Mr. Name Rater

The Name Rater tends to like any nickname you give your Pokémon, but he will let you change it if you like. Note that you can change the names of your own Pokémon only—those that you receive in trades are stuck with their names forever.

2 Helping Fuji

LATER A Pokémon expert named Mr. Fuji is trapped at the top of Pokémon Tower. Unfortunately, you won't be of any help to him until you get the Silph Scope from Celadon City.

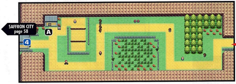
3 The Gift of Music

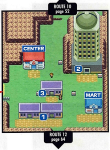
POKé FLUTE

LATER Once you rescue Mr. Fuji, you'll be transported to his house at the base of the tower. Speak to him to receive the Poké Flute—an item that can wake sleeping Pokémon.

4 Blocked Passages

LATER The direct route to Saffron City is blocked by a thirsty guard. Once you get the Tea you'll be able to slake his thirst and pass freely, but in the meantime you'll need to take a stroll through a long underground tunnel.





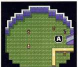
POKéMART

ANTIDOTE	100	PARALYZE HEAL	200
BURN HEAL	250	REVIVE	1,500
ESCAPE ROPE	550	SUPER POTION	700
GREAT BALL	600	SUPER REPEL	500
ICE HEAL	250		

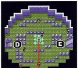
POKéMON TOWER

You won't be able to reach the tower's top floor without the aid of the Silph Scope. You'll fight a lot of Ghost-type Pokémon in the tower—bring Normal-type Pokémon that know a variety of moves. If you run into trouble, head for the glowing blue spot on the fifth floor—standing on it will restore your Pokémon to full health.

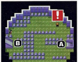
GROUND FLOOR



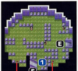
FIFTH FLOOR



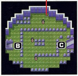
SECOND FLOOR



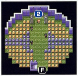
SIXTH FLOOR



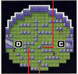
THIRD FLOOR ESCAPE ROPE



SEVENTH FLOOR



FOURTH FLOOR ELIXIR



1 The Shadow Knows

When you reach the sixth floor, you'll be confronted with a mysterious shadow. If you have the Silph Scope, you'll recognize it as Marowak, a Ground-type Pokémon. You can't catch it, so eliminate it with Water- or Grass-type moves.

2 The Final Challenge

Before you reach Mr. Fuji, you must battle three Team Rocket members, all of whom use Poison-, Normal- or Psychic-type Pokémon. Once you clear the room, speak to Mr. Fuji and head back to his house in Lavender City to receive the Poké Flute.

! RIVAL BATTLE 4

YOUR STARTER	RIVAL'S POKéMON		
	LV 25	PIDGEOTTO	NRM-FLY
	LV 20	KADABRA	PSY
BULBASAUR	LV 25	CHARMELEON	FIRE
	LV 23	EXEGGCUTE	GRS-PSY
	LV 22	GYARADOS	WTR-FLY
CHARMANDER	LV 25	WARTORTLE	WTR
	LV 23	GROWLITHE	FIRE
	LV 22	EXEGGCUTE	GRS-PSY
SQUIRTLE	LV 25	IVYSAUR	GRS-PSN
	LV 23	GYARADOS	WTR-FLY
	LV 22	GROWLITHE	FIRE

Your rival has constructed a well-balanced team, but it still has weaknesses. Electric-type moves are effective against Pidgeotto and Wartortle and supereffective against Gyarados, while Bug-type moves will decimate Exeggcute. His Level-20 Kadabra is your main concern. The same Bug-type attacks that hurt Exeggcute will be effective against Kadabra, but you may want to rely on a Pokémon with good physical attacks instead—Kadabra's Defense is fairly low.

1 Tea for One TEA

An old woman on the first floor of Celadon Mansion has the recipe for deliciousness! When you speak to her, she'll hand over some hot Tea—take it to the thirsty guard stationed near Saffron City to finally gain access to the town.

2 Poster Child

A man is guarding a poster in the Game Corner. If you defeat him (his Pokémon aren't particularly strong) he'll flee the scene and leave the poster behind. Examine it with the A Button to press a switch and reveal Team Rocket's secret hideout (see page 53).

3 Gambling Fever COIN CASE

A man in the back of the restaurant is giving up his gambling ways, and he'll hand you a Coin Case when you speak to him. Once you get coins for the case (which many folks will give you if you ask), you'll be able to play the slots at the Game Corner.

4 Hit the Slots

After you earn a few coins, you can use them to purchase cool prizes in the building next door. (You can also purchase coins at inflated prices if you don't want to gamble.) Note that some prizes and prices differ slightly in the FireRed and LeafGreen versions.

COMMON PRIZES	
TM 13 (ICE BEAM)	4,000
TM 23 (IRON TAIL)	3,500
TM 24 (THUNDERBOLT)	4,000
TM 30 (SHADOW BALL)	4,500
TM 35 (FLAMETHROWER)	4,000
SMOKE BALL	800
MIRACLE SEED	1,000
CHARCOAL	1,000
MYSTIC WATER	1,000
YELLOW FLUTE	1,600

LEAFGREEN VERSION ONLY	
ABRA	120
CLEFAIRY	750
PINSIR	2,500
DRATINI	4,600
PORYGON	6,500

FIRERED VERSION ONLY	
ABRA	180
CLEFAIRY	500
DRATINI	2,800
SCYTHER	5,500
PORYGON	9,999

5 Pretty Printer Pictures

There is a Pokémon Printer on the southeast side of the Game Corner. You can use it to print pictures of the Pokémon in your party on the back of your Trainer Card. The price for the pics is ₽50—not too shabby.

6 In through the Back Door

Walk north past the Pokémon Center and turn west. When you reach a small dirt path behind the apartment building, walk inside and head for the roof—where a man will give you an Eevee.

7 The Thirsty Girl

TM 16 (LIGHT SCREEN) TM 20 (SAFEGUARD) TM 33 (REFLECT)

The little girl on the roof of the department store has three TMs. If you give her Fresh Water, Soda Pop and Lemonade from the nearby vending machines, she'll fork them over. They're well worth the small price of three beverages.

8 Behind the Counter COUNTER

There's a salesman on the third floor of the department store who's itching to teach Counter to one of your Pokémon. The Fighting-type move doubles a foe's previous physical damage infliction, but it forces you to attack second.

9 Chansey's Time to Shine SOFTBOILED

LATER Once you learn Surf, you can cross the small pond in the middle of town and speak to the old man there. He will teach Softboiled to one of your Pokémon—bring along a Chansey, as the Normal-type is the only one that can learn it.

10 Game Freak Inc.

LATER After you complete the Kanto Pokédex, the Game Freak staff—the creators and designers of the Pokémon world—who work in the Celadon Mansion will celebrate your massive accomplishment.

GYM LEADER ERIKA

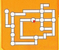
LV 29	VICTREEBEL	GRS-PSN	LV 29	VILEPLUME	GRS-PSN
LV 24	TANGELA	GRS			

RECOMMENDED MOVE TYPES: FIRE, FLYING, PSYCHIC

Erika's main strategy is to hit you with status conditions such as Sleep, Paralyze and Poison. Fire-, Flying- and Psychic-type attacks will all serve you well, especially coming from a Pokémon that is immune to one or more status conditions. Bring along Antidotes and Full Heals, and try to end each battle quickly—the longer a fight takes, the more the scales tip in Erika's favor.

PRIZES: RAINBOW BADGE & TM 19 (GIGA DRAIN)

The Rainbow Badge makes all Pokémon up to Level 50 obey you, plus it grants you the ability to use Strength. Giga Drain is a very powerful Grass-type move.



TEAM ROCKET HIDEOUT

The Team Rocket members use Normal-, Poison- and Fighting-type Pokémon almost exclusively. Bring Pokémon that know Psychic-, Fighting-, Flying- and Ground-type moves to strike back. Note that the arrows on the ground will propel you in the direction they point. Examine them closely to make it through the maze.

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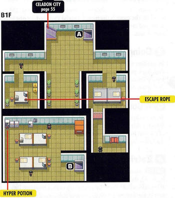

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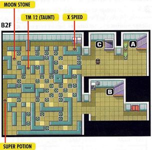

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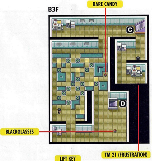

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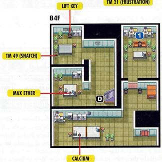
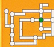


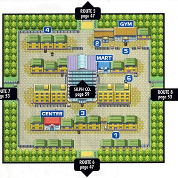
1 Deliver the Goods SILPH SCOPE

The Team Rocket boss, Giovanni, specializes in Ground- and Ground-and-Rock-type Pokémon. You can defeat his three Pokémon (all of which are around Level 25) by bringing in Pokémon that know Water- and Grass-type attacks. When you best him, he'll fork over the Silph Scope; take it back to Lavender Town.



SAFFRON CITY

Saffron City has been overrun with Team Rocket members who strut around like they own the place. Give the poor citizens a break by entering the Silph Co. and eliminating the Rockets at the source. Get the Psychic TM first—it's invaluable. After you defuse the Rocket threat, you'll resume your badge quest and match wits with local Gym Leader Sabrina.



1 Psychic Friend Network — TM 29 (PSYCHIC)

The man in the southeastern house will give you TM 29, Psychic. The move is the most powerful Psychic-type one in the game and can turn any Psychic-type Pokémon into an offensive juggernaut.

2 Going Ringside

In addition to the regular Gym, there is a dojo that specializes in Fighting-type Pokémon. Use Flying- or Psychic-type attacks to wallop the Trainers inside, who will then let you take either Hitmonlee or Hitmonchan as a reward.

3 A Company Man

Team Rocket won't get out of Dodge until you dislodge them from the Silph Co. headquarters. You'll need to climb to the top of the building and take out Team Rocket's leader to do so—see the following pages for more info.

4 Befriend the Brat — MIMIC

LATER After you've purged Team Rocket from the Silph Co. high-rise, the thug in front of the northwest house will be gone. If you have a Poké Doll when you speak to the obnoxious little girl inside, she'll offer to teach one of your Pokémon the Mimic move.

5 Meet the Minds of Saffron Gym

LATER After you complete your Silph Co. rampage, the shady character who blocks the Gym entrance will also be gone. Enter to challenge Sabrina and her cohorts. Just be sure to freshen up and tinker with your team at the Pokémon Center first.

6 Pokémon Trainer Fan Club

When you first enter the club, you'll hear nothing but praise for other Trainers. After you become the Pokémon League Champion, you'll gain your own devotees inside the house. You may also hear from fans of Pokémon players that you've battled. Keep checking in.

POKéMART

ESCAPE ROPE	550	HYPER POTION	1,200
FULL HEAL	600	MAX REPEL	700
GREAT BALL	600	REVIVE	1,500

GYM LEADER SABRINA

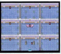
LV 38	KADABRA	PSY	LV 37	VENOMOTH	BUG-PSN
LV 37	MR. MIME	PSY	LV 43	ALAKAZAM	PSY

RECOMMENDED MOVE TYPES: FIRE, FLYING, PSYCHIC

Sabrina's three Psychic-types are weak to Dark-, Ghost- and Bug-type strikes. Unfortunately, all have high Special Defense, so they'll rebuff much Dark- and Ghost-type damage. They have dismal Defense, so stick with Bug-type attacks or effective physical attacks with high basic attack. Her Bug-and-Poison-type Venomoth has several weaknesses; by the time you meet Sabrina, you're likely to have a supereffective Psychic-type attack in your arsenal—use it.

PRIZES: MARSH BADGE & TM 04 (CALM MIND)

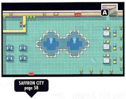
With the Marsh Badge in hand, you'll be able to command the respect of Pokémon up to Level 70—you won't have to fear uppity Pokémon for a long time.



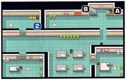
SILPH CO.

You'll need a Card Key to reach the boss. Look for small teleportation pads scattered around the building that will take you from one floor to another. Though you can run for the key, you should use every pad so you can collect all the items and fight as many battles as possible.

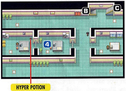
FIRST FLOOR



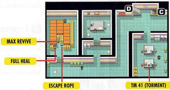
SECOND FLOOR



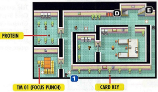
THIRD FLOOR



FOURTH FLOOR



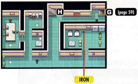
FIFTH FLOOR



SIXTH FLOOR

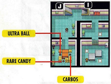
SEVENTH FLOOR

EIGHTH FLOOR



NINTH FLOOR

TENTH FLOOR



ELEVENTH FLOOR

1 Pocket the Card Key CARD KEY

Head to the fifth floor, step on the teleportation pad at point 1, then use the corresponding pad on the ninth floor to return to the fifth floor—the Card Key will be within reach to the west.

2 The Ultimate Paralysis THUNDER WAVE

Using the Card Key, unlock the door in the northwest corner of the second floor to reach a woman who will teach one of your Pokémon Thunder Wave. It's a paralyzing move with awesome accuracy.

3 You Deserve a Break Today

Before you get too carried away with the Card Key's path-opening power, unlock the break room on the ninth floor. You can use the room to heal your crew as often as needed during your Silph run.

4 Lapras in the Final Lap

You'll need to reach the Team Rocket boss to save Silph. Your final teleport-assisted stretch will start on the third floor. Freshen up your team before you teleport to the seventh floor—your rival will battle you (see below). After you beat him, speak to the researcher to get a one-of-a-kind Lapras, a powerful Water-and-Ice Pokémon.

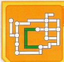
5 He's Blasting off Again MASTER BALL

Teleport to the eleventh floor after your Lapras chat. Unlock the door with the Card Key, then barge into the Silph president's office and battle Giovanni—Ground-type attacks will be supereffective against most of his Pokémon. The Team Rocket boss will run off after you defeat him, and the grateful prez will give you the never-failing Master Ball. It's the only one you'll find on your quest, so use it wisely.

! RIVAL BATTLE 5

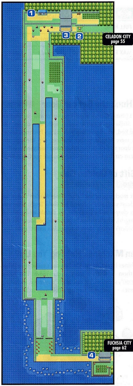
	LV 37	PIDGEOT	NRM-FLY
	LV 35	ALAKAZAM	PSY
YOUR STARTER	**RIVAL'S POKéMON**		
BULBASAUR	LV 40	CHARIZARD	FIRE-FLY
	LV 38	EXEGGCUTE	GRS-PSY
	LV 35	GYARADOS	WTR-FLY
CHARMANDER	LV 40	BLASTOISE	WTR
	LV 38	GROWLITHE	FIRE
	LV 35	EXEGGCUTE	GRS-PSY
SQUIRTLE	LV 40	VENUSAUR	GRS-PSN
	LV 38	GYARADOS	WTR-FLY
	LV 35	GROWLITHE	FIRE

Your rival's starter has reached its ultimate evolution, and he's got his Grass-, Fire- and Water-type bases covered. Come packing a strong Electric-type attack to blast Flying-types and Water-types off the field. His Alakazam can be a real terror; hit it hard with the strongest physical attack you've got (but not a Fighting-type strike), because its Defense isn't that great.



ROUTES 16, 17 & 18

With the Poké Flute, you can go to Fuchsia City in the south via a western path (Routes 16, 17 and 18) or an eastern path (see page 64). The latter has its pluses, but the western way, packed with Poison-type-using Trainers, will get you in top shape for the battle with Fuchsia's Gym Leader and his Poison-types. The path is steep—you'll also need the Bicycle.



1 Fly—Be free! HM 02 (FLY)

Before you hop on your Bicycle, Cut your way to the building next to the guard post, then walk through to reach a clearing. Enter the house there and speak to the woman to get HM 02 (Fly). The move lets you fly to any city you've visited—an easy way to get the Bicycle if you didn't make the required stops in Vermilion and Cerulean.

2 A Pain in the Snorlax

You can wake the Snorlax that blocks the entrance to the guard post by playing the Poké Flute. If you win the battle, it will run off, opening the way to Route 16. Go to the pains of catching the massive Normal-type, however, because it's one of only two Snorlax available in all of Kanto—a major rarity.

Before you wake Snorlax, stock up with the best Poké Balls you can buy. Even after you wear down Snorlax and put it to sleep or freeze it, it will resist capture. The juggernaut is worth the trouble.

3 Double Your Money AMULET COIN

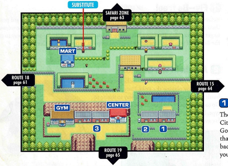
Another of Professor Oak's aides is in the guard post. He'll give you the Amulet Coin if you've caught at least 40 Pokémon. If you give the item to a Pokémon to hold and it participates in battle, you'll get twice as much cash for your victory prize. Nab the Amulet Coin as early as you can—it'll make you a high roller in no time.

4 Receive Lickitung

The boy on the observation deck of the guard post just outside of Fuchsia will trade you his Lickitung for Golduck (in Pokémon FireRed) or Slowbro (in Pokémon LeafGreen). It will be the same level of the crewmate that you trade. If you've labored long to raise and evolve the Pokémon he wants from a low level, consider returning later to trade after you catch a wild Golduck in Pokémon FireRed and wild Slowbro in Pokémon LeafGreen in the Seafoam Islands cave.

FUCHSIA CITY

Fuchsia City is a place of great opportunity. You can beat down Koga, the local Gym Leader, to get your Soul Badge. In Fuchsia's Safari Zone, you can catch many rare Pokémon, nab lots of TMs and get HM 03 (Surf). You'll also finally get your hands on Ultra Balls—stock up heavily for the huge catches ahead.



POKéMART

FULL HEAL	600	REVIVE	1,500
GREAT BALL	600	SUPER POTION	700
MAX REPEL	700	ULTRA BALL	1,200

1 Hook the Better Gear

GOOD ROD

The Fishing Guru's older brother dwells in Fuchsia City. Strike up a conversation with him to get the Good Rod, which will help you pull up Pokémon better than mere Magikarp. For starters, slip through the back door to fish in the fisherman's backyard pond—you can catch a Goldeen when you use the Good Rod.

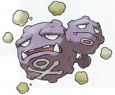
2 The Gift of Golden Gab

HM 04 (STRENGTH) RARE CANDY

You won't get much out of the Safari Zone Warden except for mumbles, at least until you've found his Gold Teeth. After you hand him his choppers, he'll express his thanks and give you HM 04 (Strength), which moves large, round boulders like the one in the warden's house. Move it to reach a Rare Candy.

3 Hidden Machines Holding You Up?

Hidden Machines have a downside. You can't make your Pokémon forget them to learn a more useful move. The Move Deleter is the only solution. He can delete any move, including HM-taught ones—which will free up a Pokémon to be all that it can be.



GYM LEADER KOGA

LV 37	KOFFING	PSN	LV 37	KOFFING	PSN
LV 39	MUK	PSN	LV 43	WEEZING	PSN

RECOMMENDED MOVE TYPE: PSYCHIC

Bring in an armload of Antidotes. Koga and his Gym minions sling Poison conditions left and right. Though his students use a wide variety of Pokémon, Koga restricts himself to Poison-types. Psychic-type moves will devastate Koga's entire team fast. Watch your use of Ground-type attacks, however. Though such moves are supereffective against Poison-types, two of Koga's Pokémon—Koffing and Weezing—have the Levitiate ability, which lets them avoid taking Ground-type damage.

PRIZES: SOUL BADGE & TM 06 (TOXIC)

The Soul Badge will boost the Defense of all your Pokémon, plus let you use Surf outside of battle—a critical step sailing for the Seafoam Islands.

SAFARI ZONE

For ₽500, you'll get 30 Safari Balls and 600 steps' worth of time in the four-zone park. Don't leave without many rare catches, such as Venomoth and Kangaskhan. You won't battle Pokémon into submission. To catch one, you'll throw rocks (to improve catch odds) and bait (to encourage the Pokémon to stick around) before using a Safari Ball.

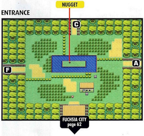
1 Pull Up Anchor at Last HM 03 (SURF)

After finally untangling Kanto's complex network of tunnels and routes and arriving at last in Fuchsia City, you might think that your journey is coming to a close. But once you can Surf, much more territory will open up for exploration. You can get HM 03 (Surf) in the Safari Zone's Secret House; and if you've defeated Fuchsia's Gym Leader, Koga, you'll be able to command your Pokémon to use the move outside of battle and set sail.

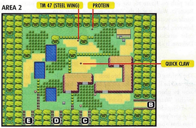
2 Sink Your Teeth into Great Finds

Spend lots of time in the Safari Zone. You'll find power-ups, plus three great TMs: TM 47 (Steel Wing), a strong Steel-type strike; TM 32 (Double Team), which raises evasion; and TM 11 (Sunny Day), the sunlight-summoning move that raises the power of Fire-type moves and triggers sun-drenched battle combos, like superfueling Solarbeam. The one item that's truly essential, however, is the warden's Gold Teeth—find it in Area 3.

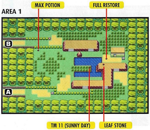
ENTRANCE



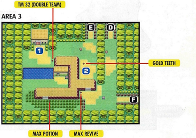
AREA 2



AREA 1



AREA 3



ROUTES 12, 13, 14 & 15

The Poké Flute will open two paths that lead to Fuchsia City on the south coast. The western route (see page 61) has its benefits, but the eastern way through Routes 12 through 15 will score you the powerful Super Rod. You'll also fight many Flying-, Water- and Poison-types; bring a supereffective team that will bore through them for quick experience.

1 Fierce Friendship TM 27 (RETURN)

Visit the girl in the guard post to get TM 27 (Return). The Normal-type attack does damage based on your Pokémon's Friendship with you. The stronger your bond is, the more damage Return will do. (You can evaluate your Friendship in Pallet Town—see page 37.)

2 Pry Snorlax Loose

You can catch only two Snorlax in Kanto. One blocks the path on Route 16; the other blocks the path on Route 12. Wake it with the Poké Flute, then defeat it in battle so you can pass through. Strive to catch Snorlax, however, because the Normal-type Pokémon has muscular attacks, high hit points and a stellar Special Defense. It's like having a tank on your team.

3 Big Bay Pal SUPER ROD NET BALL

The Fishing Guru's younger bro feels super about fishing, and he'll thank you for asking him about his passion by giving you the Super Rod, which can hook mighty Water-types. (For example, you can catch a wild Gyarados right outside his house.) The man will also give you a Net Ball for each Magikarp you show him that's bigger than the last. (Use the Old Rod; it's hard to catch Magikarp with the Super Rod!)

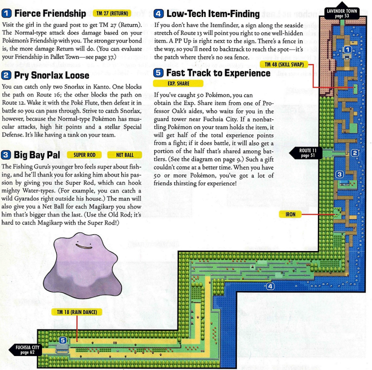
4 Low-Tech Item-Finding

If you don't have the Itemfinder, a sign along the seaside stretch of Route 13 will point you right to one well-hidden item. A PP Up is right next to the sign. There's a fence in the way, so you'll need to backtrack to reach the spot—it's the patch where there's no sea fence.

5 Fast Track to Experience

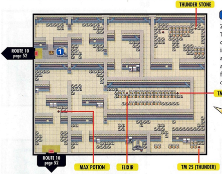
EXP. SHARE

If you've caught 50 Pokémon, you can obtain the Exp. Share item from one of Professor Oak's aides, who waits for you in the guard tower near Fuchsia City. If a nonbattling Pokémon on your team holds the item, it will get half of the total experience points from a fight; if it does battle, it will also get a portion of the half that's shared among battlers. (See the diagram on page 9.) Such a gift couldn't come at a better time. When you have 50 or more Pokémon, you've got a lot of friends thirsting for experience!



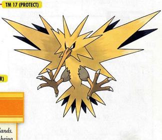
POWER PLANT

The Surf move allows you to travel from the shore east of Cerulean to Kanto's power plant. Bring Ground-types with same-type attacks. They'll glut themselves quickly on experience among the plant's Electric-types, including two Electrode posing as items on the floor. Bring a lot of Ultra Balls to the plant, since the legendary Zapdos is roosting in solitude.



1 Zap into Zapdos Power

Zapdos waits out in the open near the Power Plant exit. The Electric-and-Flying-type is a Level-50 Pokémon that can paralyze your crew easily with its Thunder Wave. Put it to sleep or freeze it early to shut down its blitzkrieg—and to raise your chances of catching it. You'll go through a lot of Ultra Balls before it'll go along with you. Be careful. If you defeat Zapdos, you won't have another shot at catching it.

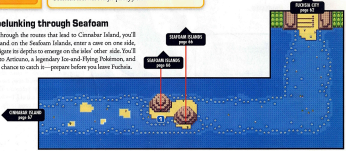


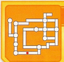
ROUTES 19 & 20

Surf will let you leave the mainland for Kanto's islands. Trainers with Water-types abound on Routes 19 and 20; bring Pokémon that will benefit quickly from the battles.

1 Spelunking through Seafoam

To pass through the routes that lead to Cinnabar Island, you'll need to land on the Seafoam Islands, enter a cave on one side, then navigate its depths to emerge on the isles' other side. You'll bump into Articuno, a legendary Ice-and-Flying Pokémon, and have one chance to catch it—prepare before you leave Fuchsia.





SEAFOAM ISLANDS

To get through the Seafoam Islands, you must enter a cave on the left side of one isle and find its right exit. To reach the way out—an exit path that starts at point J—you must stop the water flow that keeps you from the path. Use Strength to push boulders through holes until they clog channels far below. Use the same method to reach legendary Articuno.

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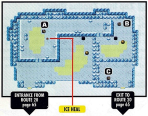

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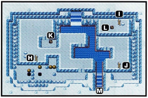

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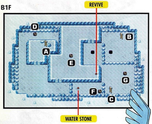
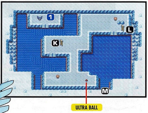


B4F



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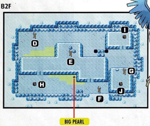
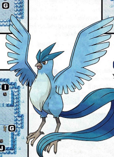
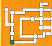




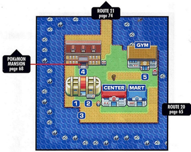
1 Chilling with Articuno

You'll push two boulders to their lowest points to block up the channel that prevents you from exiting, and you can do the same to still the waters on level B4F, where the Ice-and-Flying-type Articuno roosts out in the open. If you KO Articuno, you'll never have another chance to catch it, so proceed with caution and come with a bag full of Ultra Balls—the Legendary Pokémon won't come easily.



CINNABAR ISLAND

Cinnabar Island may be small and quiet, but it's also plagued by odd goings-on. A large building called the Pokémon Mansion has fallen into disrepair, and rumors of a genetically altered Pokémon are circulating through the populus. Enter the mansion, check out the laboratory and take down a Gym Leader in your quest for the truth.



POKéMART

ESCAPE ROPE	550	MAX REPEL	700
FULL HEAL	600	REVIVE	1,500
GREAT BALL	600	ULTRA BALL	1,200
HYPER POTION	1,200		

1 The Pokémon Swap — STARDUST

An old man in the first room of the lab will give you an Electrode in exchange for a Raichu, and a young girl will swap her Tangela for a Venonat. A blond fellow in the third room will also trade his Seel for a Ponyta. The Tangela comes with Stardust, an item that can be sold for a high price at any Pokémart.

2 It's Alive!

You can create rare Pokémon from old fossils in the lab's third room. The Helix Fossil will become Omanyte, the Dome Fossil will become Kabuto and the Old Amber turns into Aerodactyl. The scientist says it will take some time, but you can just leave the room and reenter to finish the process.

3 Ticktock — METRONOME

A puckish fellow in the lab's middle room will teach Metronome to one of your Pokémon. The Normal-type move randomly uses one attack from the comprehensive list of all moves.

4 Open the Gym

The Cinnabar Gym is locked up tight when you first visit. To enter, you'll have to find a Secret Key deep within the Pokémon Mansion. Turn the page for a walk-through of the mansion.

5 Sail Away

After you take down the Gym Leader, Bill will offer you a chance to visit a secret chain of islands. If you take him up on the offer, you'll be out of touch with the PC System for a bit, so make sure that you have the Pokémon you need. If you turn down Bill's offer, you can always return and accept it later.

GYM LEADER BLAINE

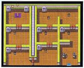
LV 42	GROWLITHE	FIRE	LV 42	RAPIDASH	FIRE
LV 40	PONYTA	FIRE	LV 47	ARCANINE	FIRE

RECOMMENDED MOVE TYPES: WATER, ROCK, GROUND

Blaine has four high-level Pokémon with attacks that pack a wallop, but he also has very significant weaknesses. Water-, Rock- or Ground-type attacks—especially powerful ones such as Surf or Earthquake—will decimate his team. He is a master at inflicting the Burn condition, so you'll want to bring along a few Burn Heals and try to end the battle speedily.

PRIZES: VOLCANO BADGE & TM 38 (FIRE BLAST)

The Volcano Badge raises your Pokémon's Special Attack and Special Defense. Fire Blast is a hugely powerful move that can inflict a Burn.



POKéMON MANSION

The Pokémon Mansion is a maze of rooms and doors, with both Trainers and wild Pokémon waiting to pounce. Use the A Button when standing in front of the Abra statues to raise and lower the steel doors. Your ultimate goal is the Secret Key, which will open the Cinnabar Gym.

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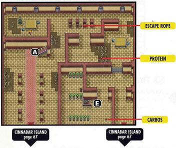

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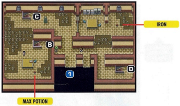

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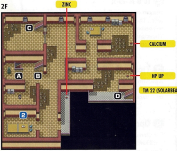

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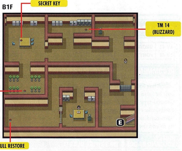


1 Falling Down SECRET KEY

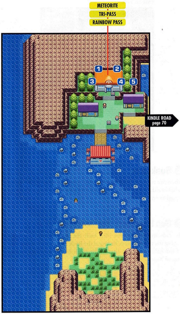
When you reach the third floor via the stairway marked C or D, walk south and leap off the edge to arrive in the basement. Once you get the Special Key, you must reset the two basement statues to leave the mansion—unless you use an Escape Rope.

2 Diary of a Mad Scientist

The techies in the mansion have been keeping diaries about an amazing new Pokémon. There are three such journals lying around the mansion, and you can glean their secrets by walking up to them and pressing the A Button.

ONE ISLAND & TREASURE BEACH

One Island and Treasure Beach are far, far south of Kanto's mainland. Immediately upon your arrival, a strange man will ask you to perform a favor. You won't be able to use Bill's PC until you take on the quest, so head for Two Island posthaste. Be sure to use the Itemfinder when you reach Treasure Beach—it's loaded with awesome goodies.



1 Hello Celio METEORITE TRI-PASS

Bill's friend Celio is inside the Pokémon Center on One Island. While the two of them are busy trying to repair the PC System, take the Meteorite and Tri-Pass that Bill offers and head for the Game Corner on nearby Two Island.

2 PC Communication

LATER Once you deliver Bill's package and return to One Island, the Pokémaniac will take you back to the mainland. Don't worry if there's unfinished business on the islands—you can catch the ferry in Vermilion City.

3 Don't Be a Rube

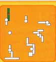
LATER When you return to One Island after defeating the Elite Four, Celio will be busy fixing the Network Machine. Rather than bother him, set out to find the Ruby and the Sapphire so he can repair the machine.

4 Other Islands, Ho! RAINBOW PASS

LATER When you return the Ruby to Celio, he'll trade you a Rainbow Pass for your Tri-Pass. The new pass lets you jaunt off to any of the islands you want. He'll also ask you to find another item for the Network Machine—make for Four Island.

5 New Pokémon

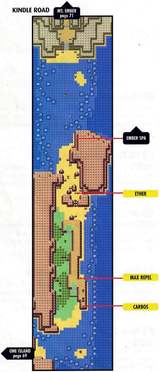
LATER After you give the Sapphire to Celio, he'll use it to fix the Network Machine. You will then be able to trade Pokémon between your game and Pokémon Ruby and Sapphire versions and Pokémon Colosseum.



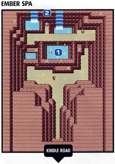
KINDLE ROAD & EMBER SPA

You might expect a tough battle when you Surf to Kindle Road, but it's actually rather peaceful. A few Trainers might hassle you, but their Fighting- and Water-type Pokémon are a snap. If you're feeling low, enter the Ember Spa and take a relaxing dip. You might even make a few new friends.

KINDLE ROAD



EMBER SPA



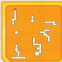
1 Soak in It

When you reach the middle of the spa, your Pokémon will be restored to full health. While you're there, talk to the other bathers to hear their thoughts on relaxation.

2 Get Smashed

HM 06 (ROCK SMASH)

The old-timer in the blue shirt built the spa with his bare hands. During the construction, he found the Rock Smash HM. If you take it off his hands, you can shatter the small brown boulders scattered around Kanto.



MT. EMBER

Mt. Ember is the home of Moltres, a Fire-and-Flying-type Legendary Pokémon that you'll need much patience to catch. Whether you're exploring the mountain before or after you best the Elite Four, you'll need Pokémon that know the HMs Strength and Rock Smash—otherwise you won't get very far.

MOUNTAIN TOP

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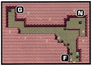

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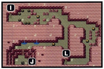

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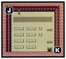
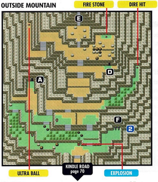


OUTSIDE MOUNTAIN



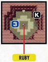
B1F-LEFT

B1F-RIGHT

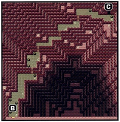
B2F-LEFT

B2F-RIGHT

B5F



CRATER



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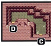

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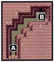


1 The Moltres Meltdown

Moltres, one of the Legendary Pokémon, is sleeping on top of Mt. Ember. Unless you're lucky, it will take a ton of Ultra Balls to catch it, so be patient. Whittle down its HP and put it to sleep to improve your odds.

2 Ruby-Hunting RUBY

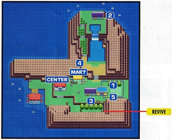
LATER After you defeat the Elite Four and speak to Celio again, you can return to the cave marked F and fight two Team Rocket members. When they're gone, enter the cave and work your way to the Ruby on B5F.

3 Visual Braille

LATER There are two Visual Braille messages in the cave. The first, on B4F, is the alphabet with a period and a comma. The second, on B5F, reads "Everything has meaning existence has meaning being alive has meaning have dreams use power." Cryptic indeed!

TWO ISLAND & CAPE BRINK

Two Island has a handy Pokémart that sells a variety of rare items. If you are on a quest to get the PC up and running, speak to the owner of the Game Corner then head straight for Three Island. When you have time to kill, however, head to Cape Brink and learn some new moves—or revisit old ones with a stop at the Move Maniac house.



1 Little Girl Lost

MOON STONE

The owner of the Game Corner doesn't have time to take the meteorite—he's looking for his missing daughter. If you go to Three Island and return the kid, he'll give you a Moon Stone and take the Meteorite off your hands.

2 Ultimate Attacks

FRENZY PLANT | BLAST BURN | HYDRO CANNON

The woman at Cape Brink will teach your starter Pokémon an incredibly powerful move if you meet her conditions. Your Pokémon must evolved to a Blastoise, Venusaur or Charizard, and you must have a very high Friendship rating.

3 The Move Maniac

The Move Maniac can re-teach your Pokémon moves that they forgot during the evolution process. He charges one Big Mushroom or two Tinymushrooms for the service.

4 Stock Changes

The Pokémart on Two Island is an open-air affair that carries some odd items. The selection changes based on your game progress, so read the chart on this page carefully.

POKéMART

FRESH WATER	200	LEMONADE**	350	LAVA COOKIE***	200
SODA POP*	300	MOOMOO MILK**	500	TIMER BALL***	1,000
ULTRA BALL*	1,200	REPEAT BALL***	1,000	GREAT BALL****	600

*Available after Lostella is rescued
**Available after you get the National Pokédex
***Available after the Network Machine is completed.
****Unavailable after the Network Machine is completed.

5 Gameplay Delights

Once you rescue the Game Corner owner's daughter and deliver the package, he'll open up his games for your enjoyment. You will need Wireless Adapters and multiple players to partake in them.

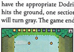
Pokémon Jump

To play the Pokémon Jump minigame, you must have a Pokémon in your party that is 2'4" or smaller—large fellows like Onix will have to sit this one out. Water-, Flying- or Ground-type Pokémon will also have to hit the bench, as they aren't very good at jumping. Two to five players can participate at one time.

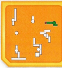
If everyone jumps at the same time, you'll earn bonus points. It might take a game or two to learn the timing.

Dodrio Berry-Picking

To play the Dodrio Berry-Picking minigame, you must have a Dodrio in your party. You will also need three to five players; a two-person game isn't allowed. When the game starts, berries will fall toward your Dodrio. Press Up, Left or Right on the Control Pad to have the appropriate Dodrio head eat the falling berry. If a berry hits the ground, one section of the meter at the top of the screen will turn gray. The game ends when 10 berries touch down.



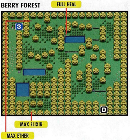
Dodrio Berry-Picking is the only way to earn many rare and useful berries. If you have a couple of hours and some willing friends, you can really clean up.



THREE ISLAND, BOND BRIDGE & BERRY FOREST

There's nothing quite like a biker gang . . . even if its members are a bit sad and pathetic. Such punks have invaded Three Island and are hassling the poor citizens. Once you drive them from town, you'll be rewarded with the ability to use the the system again. Don't forget to rescue the missing girl, aptly named Lostelle—she's picking fruit in the Berry Forest.

BERRY FOREST



BOND BRIDGE

THREE ISLAND PORT

THREE ISLE PATH

1 Motor City Madmen FULL RESTORE

A group of toughs called the Kanto Rider Federation has laid claim to Three Island. Show them your brawling skills by whipping up the group of four in the middle of town. They all use Poison-type Pokémon, so counter with Psychic- or Ground-type moves. Once you've sent them packing, speak to the young villager to get a Full Restore. Your victory will also allow you to finally access Bill's PC—huzzah!

2 Gold Digger

LATER When you first visit the man in the cave, he will be prospecting for riches. If you come back after defeating the Elite Four, he will give you a Nugget.

3 Land of the Lostelle IAPAPA BERRY

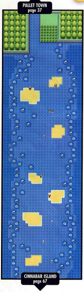
The Game Master's lost daughter is hiding in the very back of the Berry Forest. She hasn't moved because she's being menaced by a Hypno. Take out the wild Psychic-type Pokémon to save the girl and get an Iapapa Berry. When you do, you'll be transported back to the Game Corner on Two Island.

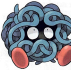
POKéMART			
ESCAPE ROPE	550	MAX REPEL	700
FULL HEAL	600	REVIVE	1,500
HYPER POTION	1,200	ULTRA BALL	1,200

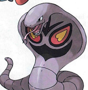
ROUTE 21, VIRIDIAN CITY & ROUTES 22 & 23

If you Surf from Cinnabar Island on your way to the Elite Four, stop in at the patch of grass south of Pallet Town and catch a wild Tangela—the only pure Grass-type Pokémon in the game. Once you're armed for battle, head to Viridian City and lay waste to the eighth Gym Leader, then face your rival yet again.

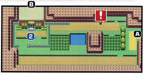
ROUTE 21

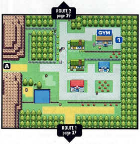






ROUTE 22





1 Snobby Gym Leaders Are the Worst

The Gym Leader in Viridian City won't give you a second glance unless you have seven Gym Badges under your belt. When you do, you can enter the Gym and take him out. See the next page for info on the Gym Leader—your old nemesis, Giovanni.

2 You Again? Sheesh!

Your rival is waiting for you on Route 22, which you must use to reach the Elite Four. He's carrying a handful of tricky Pokémon, but nothing that an advanced Trainer like yourself can't handle. Once you've dispatched the chump, make for Victory Road!

GYM LEADER GIOVANNI

LV 45	RHYHORN	GRD-RCK
LV 42	DUGTRIO	GRD
LV 44	NIDOQUEEN	PSN-GRD
LV 45	NIDOKING	PSN-GRD
LV 50	RHYHORN	GRD-RCK

RECOMMENDED MOVE TYPES: WATER, GRASS, PSYCHIC

Giovanni has prepared a fierce team of Pokémon that all share the Ground-type, and most of them know the devastating Ground-type move Earthquake. If you have Water-type Pokémon that know Surf, bring them along—they'll mow through his team in no time. A Ghost-and-Poison-type will be useful for Nidoqueen and Nidoking; not only will it be it unaffected by poison, but its Levitate ability will make Earthquake miss.

PRIZES: EARTH BADGE & TM 26 (EARTHQUAKE)

The Earth Badge will give you the ability to control Pokémon of any level. Earthquake is a fantastic attack that hits all earthbound Pokémon in a battle except the user.

! RIVAL BATTLE 6

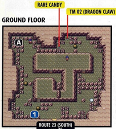
LV 47	PIDGEOT	NRM-FLY
LV 47	ALAKAZAM	PSY
LV 45	RHYHORN	GRD-RCK

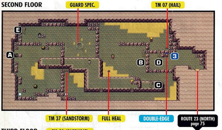
YOUR STARTER	RIVAL'S POKéMON		
BULBASAUR	LV 53	CHARIZARD	FIRE-FLY
	LV 45	EXEGGCUTE	GRS-PSY
	LV 45	GYARADOS	WTR-FLY
CHARMANDER	LV 53	BLASTOISE	WTR
	LV 45	GROWLITHE	FIRE
	LV 45	EXEGGCUTE	GRS-PSY
SQUIRTLE	LV 53	VENUSAUR	GRS-PSN
	LV 45	GYARADOS	WTR-FLY
	LV 45	GROWLITHE	FIRE

Your rival has a very well-balanced team, and you'll need to counter with the same to best him. His Gyarados is extremely vulnerable to Electric-type attacks, and Rhyhorn is equally weak to Water-type moves. Fire-type moves will handle the Grass-type Pokémon, including the tricky Exeggcute. Alakazam is a toughie—use physical attacks or try to win a battle of attrition with your own high-level Psychic-type Pokémon. If your party members know any good Bug-type moves, use them on Alakazam.

VICTORY ROAD

Victory Road (which is actually a cave) is your path to the Elite Four. You'll need a Pokémon that knows the move Strength to clear it. There is a Pokémart and Center on the other side of Victory Road; restock there before the big battle. You'll face many Rock-, Ground- and Fire-types on the road; counter with Water- and Psychic-type attacks.





1 Boulderdash

Use Strength on the light-brown boulder near the entrance, then shove it to the right and place it on the white switch. Doing so will let you move deeper into the cave and eventually reach the second floor.

2 Going Under

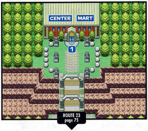
When you reach a boulder next to a hole on the second floor, use Strength to push it into the hole, then follow. When you land, push the boulder onto the white switch to your left.

3 Cut Both Ways

As a reward for making it through Victory Road, the fellow at the end of the line will offer to teach you Double-Edge. The Normal-type move is incredibly powerful, but it will inflict one fourth of the total damage that it causes on the Pokémon who uses it. Teach the move to a high-HP Pokémon that can take the hit.

INDIGO PLATEAU

You've got five more battles before you can claim the title of the world's best Pokémon Trainer. Indigo Plateau is your last stop before the Elite Four—and once you start fighting them, you can't cry off unless you lose. Stock up on whatever items you need (Fly to another town if necessary) before you enter the arena.



1 The Even-More-Elite Four

LATER After you've defeated the Elite Four, you can return to Indigo Plateau and challenge them again. Be warned—if you do, they will be armed with incredibly powerful Pokémon. Take them on only when you've developed a team for the ages.

POKéMART			
FULL HEAL	600	MAX REPEL	700
FULL RESTORE	3,000	REVIVE	1,500
GREAT BALL	600	ULTRA BALL	1,200
MAX POTION	2,500		

Getting Ready to Rumble

Before you set out to tackle the Elite Four, stock yourself with high-level Pokémon and plenty of items. You'll need a well-balanced team to take down the champions. We've provided a list of suggested Pokémon to the right, but take whatever Pokémon you're most comfortable with. The Legendary birds are a natural, but you'll want to arm them with new TMs to make them fighting machines. Also keep your Normal-types in mind. They won't gain any type advantage, but they are weak against only Fighting-type moves.

RECOMMENDED POKéMON	ATTACK TYPE
RAICHU (#26)	ELECTRIC
ZAPDOS (#145), DODRIO (#85)	FLYING
SLOWBRO (#80), LAPRAS (#131)	WATER
ALAKAZAM (#65)	PSYCHIC
SNORLAX (#143)	NORMAL

ELITE FOUR LORELEI

RECOMMENDED MOVE TYPES: ELECTRIC, GRASS, ROCK

Lorelei uses dual-type Pokémon, all but one of which share the Ice-type. Slowbro, her Water-and-Psychic-type, also knows the powerful Ice Beam attack. Fire-type attacks won't get a bonus when used against a Water-and-Ice-type, so try attacking Dewgong, Cloyster and Lapras with Electric- or Grass-type attacks. A tough Fighting-type with like moves can come in handy against them, as well. Rock-type moves will do extra damage to Lorelei's entire team, but don't have a Rock-type use the move—it will be destroyed by her Water-type attacks. If you're having trouble, bring out a Pokémon that knows Toxic, and try to outlast your foe.

LEVEL 52 DEWGONG — WTR-ICE

VULNERABLE TO: ELECTRIC, GRASS, FIGHTING, ROCK

LEVEL 54 JYNX — ICE-PSY

VULNERABLE TO: FIRE, BUG, ROCK, GHOST, DARK, STEEL

LEVEL 51 CLOYSTER — WTR-ICE

VULNERABLE TO: ELECTRIC, GRASS, FIGHTING, ROCK

LEVEL 54 LAPRAS — WTR-ICE

VULNERABLE TO: ELECTRIC, GRASS, FIGHTING, ROCK

LEVEL 52 SLOWBRO — WTR-PSY

VULNERABLE TO: ELECTRIC, GRASS, BUG, GHOST, DARK

ELITE FOUR BRUNO

RECOMMENDED MOVE TYPES: PSYCHIC, WATER, FLYING

Bruno's Pokémon look tough, but they have a couple of glaring weaknesses that you can exploit. Onix is doubly vulnerable to Grass- and Water-type moves—a Water-type Pokémon that knows Surf can usually KO it in one turn. His three Fighting-type Pokémon will fall before Psychic-type attacks, especially if they are delivered by a Psychic-type Pokémon. If you don't have good Psychic-type attacks, try Flying-type moves. Remember that Ghost-type Pokémon are immune to Fighting-type attacks, which will give you an edge. If you have a high-level Slowbro that knows Surf and Psychic, you can probably win the battle using it alone.

LEVEL 51 ONIX — RCK-GRD

VULNERABLE TO: WATER, GRASS, ICE, FIGHTING, GROUND, STEEL

LEVEL 54 ONIX — RCK-GRD

VULNERABLE TO: WATER, GRASS, ICE, FIGHTING, GROUND, STEEL

LEVEL 53 HITMONCHAN — FTG

VULNERABLE TO: FLYING, PSYCHIC

LEVEL 56 MACHAMP — FTG

VULNERABLE TO: FLYING, PSYCHIC

LEVEL 53 HITMONLEE — FTG

VULNERABLE TO: FLYING, PSYCHIC

ELITE FOUR AGATHA

RECOMMENDED MOVE TYPE: PSYCHIC

Poor Agatha. She's convinced that her Poison-type Pokémon are the best, but one go-around with a strong Psychic-type will set her straight. If you bring a Psychic-type Pokémon that knows Psychic, you should be able to get through the battle without a scratch—even if your Pokémon is a few levels lower than her team. Use a Psychic-type with high Speed; otherwise the Ghost-and-Poison-types could get the drop on you with a supereffective Ghost-type move. If you don't have a good Psychic-type, try sending out a Poison-type of your own. At the very least, it will nullify their constant attempts to inflict the Poison status condition.

LEVEL 54 GENGAR — GHO-PSN

VULNERABLE TO: PSYCHIC, GHOST, DARK, GROUND

LEVEL 56 ARBOK — PSN

VULNERABLE TO: GROUND, PSYCHIC

LEVEL 54 GOLBAT — PSN-FLY

VULNERABLE TO: ELECTRIC, ICE, ROCK, PSYCHIC

LEVEL 58 GENGAR — GHO-PSN

VULNERABLE TO: PSYCHIC, GHOST, DARK, GROUND

LEVEL 53 HAUNTER — GHO-PSN

VULNERABLE TO: PSYCHIC, GHOST, DARK, GROUND

ELITE FOUR LANCE

RECOMMENDED MOVE TYPES: ELECTRIC, ICE, ROCK

Lance will provide your first taste of Dragon-type Pokémon, a rare type that has very few weaknesses. Ice-type attacks are your best bet for taking them down, especially if they're fired by an Ice-type Pokémon. (Dragon-type attacks will also be effective, if you happen to know any.) If Ice-type moves are in short supply, you can try to outlast the Dragon-types by sending in a Pokémon with a great Special Defense rating and using a very powerful attack such as Hyper Beam, Psychic or Double-Edge. Use an Electric-type move to handle Gyarados, and Water- or Electric-type moves on Aerodactyl. Lance uses the Outrage move a lot, so be prepared.

LEVEL 56 GYARADOS — WTR-FLY

VULNERABLE TO: ELECTRIC, ROCK

LEVEL 58 AERODACTYL — RCK-FLY

VULNERABLE TO: WATER, ELECTRIC, ICE, ROCK, STEEL

LEVEL 54 DRAGONAIR — DRG

VULNERABLE TO: ICE, DRAGON

LEVEL 60 DRAGONITE — DRG-FLY

VULNERABLE TO: ICE, ROCK, DRAGON

LEVEL 54 DRAGONAIR — DRG

VULNERABLE TO: ICE, DRAGON

CHAMPION RIVAL — RECOMMENDED MOVE TYPES: ELECTRIC, FLYING, WATER

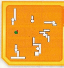
So it's come to this! Your final battle is against your rival, who has stalked you from day one. Use Electric-type attacks to blast Pidgeot from the sky. The Electric-type moves will also work wonders against Gyarados and Blastoise. Water-type attacks will drown Rhydon and Arcanine, and Fire-type attacks can fry Exeggutor and Venusaur. Your rival usually saves Alakazam for last, so make sure that one of your Pokémon has enough HP left to take it on. If you have a Ghost-and-Poison-type, try to put Alakazam to sleep before you bring it out—that way you can get off a shot or two before the Psychic-type responds with a Psychic-type attack. Unless your Pokémon are at extremely high levels, you'll probably need a lot of Revives, Lemonades and Max Potions. A Full Revive or two wouldn't hurt either. If Pokémon fall in battle, don't revive them until you have a good type matchup—that way your in-battle Pokémon won't be destroyed when you spend a turn reviving.

ALWAYS ON THE TEAM		
LEVEL 59	PIDGEOT	NRM-FLY
VULNERABLE TO	ELECTRIC, ICE, ROCK	
LEVEL 59	RHYDON	GRD-RCK
VULNERABLE TO	WATER, GRASS, ICE, FIGHTING, GROUND, STEEL	
LEVEL 57	ALAKAZAM	PSY
VULNERABLE TO	BUG, GHOST, DARK	

YOUR STARTER	RIVAL'S POKéMON		
BULBASAUR	LEVEL 59 EXEGGUTOR GRS-PSY VULNERABLE TO: FIRE, ICE, POISON, FLYING, BUG, GHOST, DARK	LEVEL 61 GYARADOS WTR-FLY VULNERABLE TO: ELECTRIC, ROCK	LEVEL 63 CHARIZARD FIRE-FLY VULNERABLE TO: WATER, ELECTRIC, ROCK
CHARMANDER	LEVEL 59 ARCANINE FIRE VULNERABLE TO: WATER, GROUND, ROCK	LEVEL 61 EXEGGUTOR GRS-PSY VULNERABLE TO: FIRE, ICE, POISON, FLYING, BUG, GHOST, DARK	LEVEL 63 BLASTOISE WTR VULNERABLE TO: ELECTRIC, GRASS
SQUIRTLE	LEVEL 59 GYARADOS WTR-FLY VULNERABLE TO: ELECTRIC, ROCK	LEVEL 61 ARCANINE FIRE VULNERABLE TO: WATER, GROUND, ROCK	LEVEL 63 VENUSAUR GRS-PSN VULNERABLE TO: FIRE, ICE, FLYING, PSYCHIC

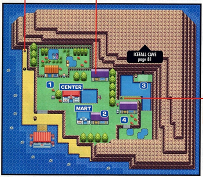
AFTER THE ELITE FOUR

After you become the Pokémon Champion, your game will save and the credits will roll—but that's only the beginning! When you start the game anew, you'll begin at Pallet Town. If you have 60 Pokémon in your Pokédex, Professor Oak will upgrade the Pokédex to the National numbering system. You can then take the ferry back to One Island and speak to Celio. (Check the One Island walk-through on page 69 for information about that and other quests.) The big change is the arrival of either Entei, Suicune or Raikou. Once you beat the Elite Four, one of the powerful Pokémon will begin roaming around Kanto. The Legendary Pokémon will try to run when you see it, so you may want to catch it with your Master Ball if you still have one.



FOUR ISLAND & ICEFALL CAVE

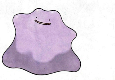
Four Island is a small patch of land that contains two interesting locations—a Pokémon Breeding Center and chilly Icefall Cave. If you've been itching to make some eggs, now's your chance. If you'd rather get on with the quest, however, head for the cave and rescue a lost girl. You can find some the Nevermeltice as well as some great new Pokémon in Icefall Cave.



POKéMART			
ESCAPE ROPE	550	MAX POTION	2,500
FULL HEAL	600	MAX REPEL	700
FULL RESTORE	3,000	REVIVE	1,500
ICE HEAL	250	ULTRA BALL	1,200

1 The Need to Breed

The Day Care on Four Island will keep two of your Pokémon at once—which means you can experiment with the wonderful world of breeding! Check page 27 for more on eggs, breeding and creating your own super Pokémon.



2 Stickers for a Price

The boy in the house next to the Pokémon Mart collects stickers. He'll put them on your Trainer Card anytime you meet the conditions below. And yes, you really do need to enter the Hall of Fame 200 times to earn one of the stickers. Get crackin'.

REQUIREMENT	NUMBER OF TIMES
ENTER THE HALL OF FAME	1, 40, 100, 200
HATCH AN EGG	1, 100, 200, 300
WIN A MULTIPLAYER BATTLE	1, 20, 50, 100

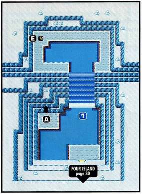
3 Everything but the Girl

The house on the east side of town is filled with dolls, but the owner is nowhere to be found. Head into Icefall Cave to locate the lost soul and reunite her with the stuffed animals.

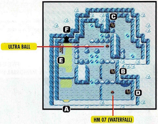
4 Add to the Collection

LATER The owner of the dolls is actually the Elite Four's Lorelei! Once you've pulled her from the cave, you can visit her collection anytime. For each 25 times that you enter the Hall of Fame, she'll add a new doll—up to a grand total of eight.

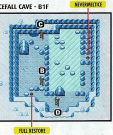
ICEFALL CAVE - HALL



ICEFALL CAVE - 1F



ICEFALL CAVE - B1F



ICEFALL CAVE - BOTTOM OF 1F

1 Up the Down Way

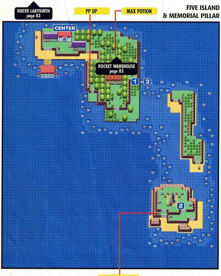
You can't cross the waterfall until you find Waterfall (HM 07). Teach it to a Pokémon, then use it to ride up the falls to a new part of the cave. When searching for the HM, you'll have to fall down holes created by stepping on thin patches of ice.

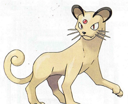
2 Rocket Men

Team Rocket is capturing and selling the Pokémon on Four Island, and your old foe Lorelei is going to put a stop to it! Join her in combat and take out Team Rocket's Poison-and-Flying-type Pokémon, then head for Five Island.

FIVE ISLAND & MEMORIAL PILLAR

Five Island is home to the Rocket Warehouse—a monument to greed and selfishness that needs to be taken down! You won't be able to enter the Warehouse until you visit Six Island, but you can make a brief stop-off at Memorial Pillar—where a new TM awaits.





1 Password Fever

You can go to the Rocket Warehouse entrance as soon as you land on Five Island, but you won't be able to enter the building for a bit. Spend some time in the grass looking for new Pokémon, such as Sentret.

2 Honor the Dead TM 42 (FACADE)

A young boy has buried his beloved Onix at the Memorial Pillar. Read the pillar to find the boy's offering of choice (a Lemonade), then leave the item there. The boy will reward you with Facade.

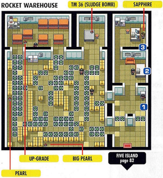
3 The Warehouse Follies

LATER Once you've gotten the second password from Six Island, you can return to Rocket Warehouse and force both the door and the issue. Show Team Rocket that resistance is futile!

ROCKET WAREHOUSE

The Rocket Warehouse is a maze of arrow panels that will send you flying in one direction or another. There are a couple of low-level Rockets that use Dark- and Psychic-type Pokémon, but the real challenge is the two Trainers at the end of the line. Make sure you're healed and ready to go before taking them on.

ROCKET WAREHOUSE



1 Poisonous Thoughts

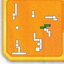
The woman near the entrance uses Poison-type Pokémon that know Dark-type moves. Once you defeat her, she will reverse the direction of the arrows so you can easily fight the boss and get the Sapphire.

2 Almost There

The second-to-last Trainer has Poison- and Dark-type Pokémon, including a Weezing that knows a couple of very nasty moves—Shadow Ball and Thunderbolt. Watch out for them if you deploy Flying- or Psychic-type Pokémon.

3 The Big Kahuna

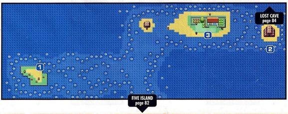
The warehouse boss has a nice collection of Pokémon, including a Normal-type and a Steel-and-Electric-type. Counter with Ground- and Fighting-type moves to send him packing. When you win, he'll surrender the Sapphire; take it to One Island.



WATER LABYRINTH, RESORT GORGEOUS & LOST CAVE

The Water Labyrinth is little more than inconveniently placed rocks, but the Lost Cave is a real head-scratcher of a puzzle. In between, you'll find Resort Gorgeous, which is Kanto's version of the Hamptons. Many of the Trainers are rich beyond the dreams of avarice—use the Vs. Seeker to bleed them dry and earn mad cash on the quick.

WATER LABYRINTH



1 Egg-citing! EGG

The man on the western island in the Water Labyrinth will give you a Pokémon Egg that eventually hatches into Togepi. To earn the egg, you must have five or fewer Pokémon in your party, and the lead Pokémon must have a strong Friendship with you.

2 Into the Lost Cave

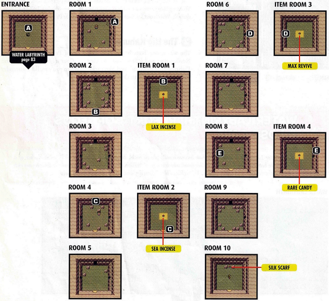
To clear the cave, you must count the rocks in each room, then move through the door that sits at the number's position on a clock. (In a room with three rocks, for example, you would take the right-hand door.) To find the four item rooms, move in the opposite direction that you would to continue through the cave. Each time you make a wrong turn or stop to get an item, you'll end up at the beginning of the cave. When you reach room 10, you'll do battle with the lost rich girl and her Normal-type Pokémon.

3 Whims of the Rich and Famous

LATER After you clear the cave, return to Resort Gorgeous and speak to the woman in the cottage, who will ask you to bring her a random Pokémon. If you do, her butler will give you one of the prizes below. (Note that she won't keep your Pokémon—she'll just want to see it.)

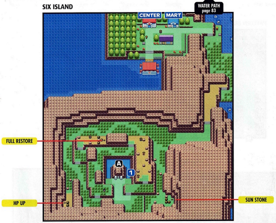
RANDOM PRIZES	
Big Pearl	Pearl
Luxury Ball	Stardust
Nugget	StarPiece

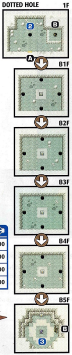
LOST CAVE



SIX ISLAND, RUIN VALLEY & DOTTED HOLE

Six Island is near-deserted, but it's home to the Dotted Hole—an odd geological phenomenon that's rumored to hold a special stone. You can find some great Psychic-type Pokémon on the island, so bring along a few Ultra Balls and a Poké-mon that can inflict a status condition. Most of the wild Pokémon are at low levels—don't KO them by accident!





1 Door Cutter

When you reach a sealed door, you must read the Visual Braille and then use Cut to clear the way. If the door is blocked, return to Four Island and complete Icefall Cave, then come back.

POKéMART			
DREAM MAIL	50	MAX POTION	2,500
ESCAPE ROPE	550	MAX REPEL	700
FULL HEAL	600	REVIVE	1,500
FULL RESTORE	3,000	ULTRA BALL	1,200

2 Dig Your Own Hole

In the Dotted Hole, you'll find rooms with four holes in them. You must read the Visual Braille message in the middle of each room to determine which hole to fall down. If you choose the wrong hole, you'll go back to the beginning.

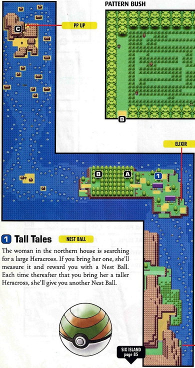
3 Partake of the Password

The Sapphire is at the bottom of the Dotted Hole, but an unruly researcher will steal it from you and leave the password to the Rocket Warehouse in its place. Head back to Five Island, take down the gang and claim the Sapphire as your own.

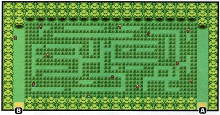
WATER PATH, PATTERN BUSH & ALTERING CAVE

There are no big surprises in Water Path, Pattern Bush or Altering Cave, but you can track down some rare Pokémon in the parts. Pattern Bush is filled with Trainers that use Bug-type Pokémon, but Altering Cave is as desolate and lonely as can be . . . or is it?

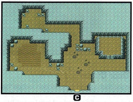
WATER PATH & OUTCAST ISLAND



PATTERN BUSH



ALTERING CAVE



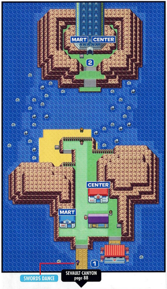
1 Tall Tales — NEST BALL

The woman in the northern house is searching for a large Heracross. If you bring her one, she'll measure it and reward you with a Nest Ball. Each time thereafter that you bring her a taller Heracross, she'll give you another Nest Ball.

SEVEN ISLAND & TRAINER TOWER

Seven Island is home to the Trainer Tower, a skyscraper where the best Trainers in the world come to test their mettle. The Island boasts two Pokémarts (one on the mainland and one in the Trainer Tower), but they sell the same items for the same prices.

SEVEN ISLAND



POKéMART			
ESCAPE ROPE	550	MAX POTION	2,500
FULL HEAL	600	MAX REPEL	700
FULL RESTORE	3,000	REVIVE	1,500
GREAT BALL	600	ULTRA BALL	1,200
HYPER POTION	1,200		

1 Dance! Dance! SWORDS DANCE

The man on the south edge of town can teach Swords Dance to one of your Pokémon. The Normal-type move raises your Attack rating by two levels when used during a battle.

2 Go, Speed Racer, Go

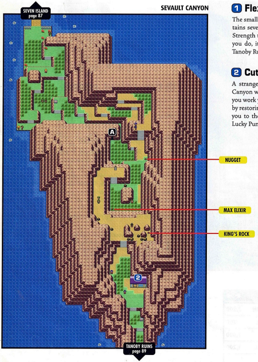
The Trainer Tower is all about speed. You are ranked not on how well you battle or on how stylish your moves are, but on how fast you can make it from the ground floor to the final rooftop battle. Also, you won't earn EP or money for battling inside the tower. You can fight four battles: Single, Double, Knockout and Mixed. Each time you win, you'll get an item and a posted time in the lobby. If you spend a lot of time in the Trainer Tower, you'll naturally find that it becomes harder and harder to shave time off your score—but the tips below will help you become the fastest battler in town.

- **Make sure that all your Pokémon are near the same level. Your opponent's Pokémon will always be the same level as your highest-level Pokémon, so bringing in five Level-50 Pokémon and one Level-70 means that you'll fight all Level-70 Pokémon.**
- **Before you start, go to the Options menu, turn the Battle Scene off and toggle the Text Speed to Fast. You can also save time by turning the Battle Style to Set, but that can hurt you from a strategy perspective.**
- **Open menus as seldom as possible.**
- **If you use a healing item, skip the animation by pressing the A Button.**
- **Run. All the time.**

SEVAULT CANYON & TANOBY KEY

Many Trainers call Sevault Canyon home, including more than a few who enjoy the thrill of a Double Battle. You can also shuffle through the grass in search of additional elusive Pokémon. After a bit of battling, why not relax with the latest craze that's sweeping Kanto—the Chansey Dance!

SEVAULT CANYON



1 Flex Your Mighty Muscles

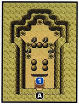
The small cave in the middle of Sevault Canyon contains seven boulders and seven holes. You must use Strength to push the boulders into the holes. When you do, it will cause the Unown to appear in the Tanoby Ruins.

2 Cut Some Rug

LUCKY PUNCH

A strange little man at the south end of Sevault Canyon will ask you to dance the Chansey Dance. If you work your magic on the floor, he will reward you by restoring your Pokémon to full health. As a thank-you to the nice man, make sure that you steal the Lucky Punch he left out on the table.

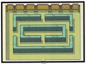
TANOBY KEY



TANOBY RUINS & TANOBY CHAMBERS

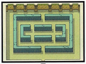
The Tanoby Ruins and Tanoby Chambers are the final stop in the Sevii Islands. If you didn't solve the puzzle in the Tanoby Key, you won't find anything of interest here. If you took the time to push the rocks around, however, you'll discover the Unown—a whole alphabet soup of Pokémon to add to your collection!

VIAPOIS CHAMBER



A

RIXY CHAMBER



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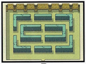
SCUFIB CHAMBER



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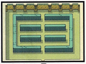
DILFORD CHAMBER



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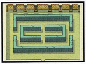
WEEPTH CHAMBER



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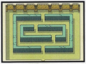
LIPTOO CHAMBER



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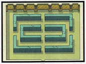
MONEAN CHAMBER



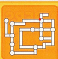
G

TANOBY RUINS

Finding the Unown

The last time the Unown made an appearance, they set the world of Pokémon Gold and Silver on its ear. This time around, the Pokémon are hiding in a series of ruins scattered across seven small islands—known collectively as the Tanoby Ruins. Each ruin is home to a handful of the Unown, and you'll have to visit all seven ruins to find them all. Check the chart to the right to see which parts of the ruins each one calls home.

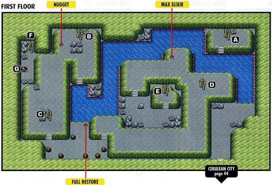
UNOWN APPEARANCES	
VIAPOIS CHAMBER	Z/!
RIXY CHAMBER	B/M/V/W/X
SCUFIB CHAMBER	F/G/K/T/Y
DILFORD CHAMBER	J/L/P/Q/R
WEEPTH CHAMBER	E/I/N/S
LIPTOO CHAMBER	C/D/H/O/U
MONEAN CHAMBER	A/?



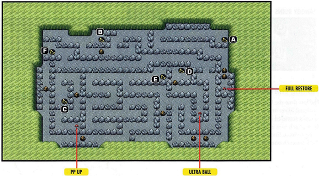
CERULEAN CAVE

Cerulean Cave is a dark, lonely place with only one claim to fame—it's home to the legendary Psychic-type Pokémon Mewtwo! Fight your way through the high-level wild Pokémon (many of which are Fighting- or Electric-types) to reach Mewtwo, then save your game. You get only one shot at the rare and powerful Pokémon.

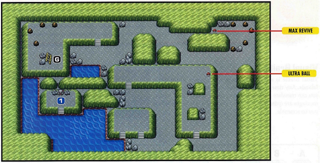
FIRST FLOOR



SECOND FLOOR

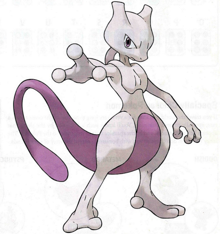


B1F



1 It Takes Mewtwo to Tango

Mewtwo is a Level-70 Psychic-type Pokémon with amazingly high stats in nearly every category. If you held on to your Master Ball, now is a good time to use it. It will catch the Pokémon without fail, so you can simply toss it out at the beginning of the battle. If you don't have the Master Ball, you're in for a fight. Bring along as many Ultra Balls as you can afford, plus a couple of Timer Balls. Putting Mewtwo to sleep is a great strategy—it will make the Pokémon easier to catch and also keep you from being injured. Since Mewtwo uses mostly Psychic-type attacks, use a Psychic-type Pokémon to wear it down. If you don't have a strong Psychic-type, use a Pokémon with lots of HP and a high Special Defense stat.

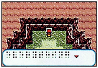


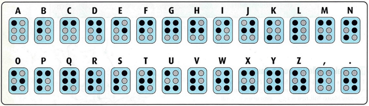
IT'S A SECRET TO EVERYONE

The world of Pokémon has more surprises in store for inspired Trainers. Without the handy key on this page, you'd likely never decode the arcane Visual Braille to solve some of the Sevii Islands' most diabolical mysteries, but some of the information is even more precious. Do you have the tenacity to locate a specially colored Pokémon?

Visual Braille

Visual Braille is a cryptic language that appears in the Sevii Islands. Any time you come across such an encoded message, you can translate it using the chart below. Many Visual Braille messages are quite long, so have a pen and paper handy before you unscramble.





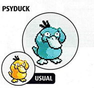
Specially Colored Pokémon

If you travel the world of Kanto for a very, very long time, you might come across a rare, specially colored Pokémon. You'll know such a Pokémon by the shine that appears before it attacks, and by the sparkles next to its gender in the Pokédex. The fancy Pokémon don't bestow you with bonuses—except the envy of your friends.

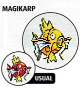
ODDISH

METAPOD

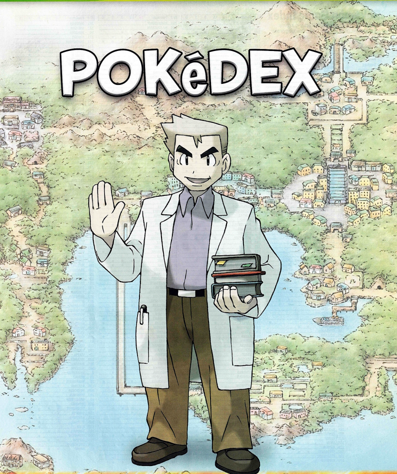
PSYDUCK



MAGIKARP



POKéDEX



Pokémon Game Index

If a Pokémon can be obtained directly in a game (such as through an in-game trade, Snagging procedure or wild capture) it is listed here.

FR: FireRed
LG: LeafGreen
R: Ruby
S: Sapphire
C: Colosseum

ID #	Pokémon	FR	LG	R	S	C
63	ABRA	●	●	●	●	
359	ABSOL			●	●	●
142	AERODACTYL	●	●			
306	AGGRON					
190	AIPOM					●
65	ALAKAZAM					
334	ALTARIA			●	●	
181	AMPHAROS					
347	ANORITH			●	●	
24	ARBOK	●				
59	ARCANINE					
168	ARIADOS					●
348	ARMALDO					
304	ARON			●	●	
144	ARTICUNO	●	●			
184	AZUMARILL					
298	AZURILL					
371	BAGON			●	●	
343	BALTOY			●	●	
354	BANETTE				●	
339	BARBOACH			●	●	
153	BAYLEEF					●
267	BEAUTIFLY					
15	BEEDRILL					
374	BELDUM			●	●	
182	BELLOSSOM					
69	BELLSPROUT		●			
9	BLASTOISE					
257	BLAZIKEN					
242	BLISSEY					
286	BRELOOM					
1	BULBASAUR	●	●			
12	BUTTERFREE					
331	CACNEA			●	●	
332	CACTURNE					
323	CAMERUPT					
318	CARVANHA			●	●	
268	CASCOON			●	●	
351	CASTFORM			●	●	
10	CATERPIE	●	●			
251	CELEBI					
113	CHANSEY	●	●			
6	CHARIZARD					
4	CHARMANDER	●	●			
5	CHARMELEON					
152	CHIKORITA					
358	CHIMECHO			●	●	
170	CHINCHOU			●	●	
366	CLAMPERL			●	●	
344	CLAYDOL			●	●	
36	CLEFABLE					
35	CLEFAIRY	●	●			
173	CLEFFA					
91	CLOYSTER					
256	COMBUSKEN					
341	CORPHISH			●	●	
222	CORSOLA			●	●	
346	CRADILY					
342	CRAWDAUNT					
169	CROBAT					
159	CROCONAW					●
104	CUBONE	●	●			
155	CYNDAQUIL					
301	DELCATTY					
225	DELIBIRD	●				●
386	DEOXYS					
87	DEWGONG	●	●			
50	DIGLETT	●	●			
132	DITTO	●	●			
85	DODRIO			●	●	
84	DODUO	●	●	●	●	
232	DONPHAN					
148	DRAGONAIR	●	●			
149	DRAGONITE					
147	DRATINI	●	●			
96	DROWZEE	●	●			
51	DUGTRIO	●	●			
206	DUNSPARCE	●	●			●
356	DUSCLOPS			●		
355	DUSKULL			●	●	
269	DUSTOX					
133	EEVEE	●	●			
23	EKANS	●				
125	ELECTABUZZ	●				
309	ELECTRIKE			●	●	
101	ELECTRODE	●	●	●	●	
239	ELEKID					
244	ENTEI	●	●			●
196	ESPEON					●
102	EXEGGCUTE	●	●			
103	EXEGGUTOR					
295	EXPLOUD					
83	FARFETCH'D	●	●			
22	FEAROW	●	●			
349	FEEBAS			●	●	
160	FERALIGATR					
180	FLAAFFY					●
136	FLAREON					
330	FLYGON					
205	FORRETRESS					●
162	FURRET					●
282	GARDEVOIR					
92	GASTLY	●	●			
94	GENGAR					
74	GEODUDE	●	●	●	●	
203	GIRAFARIG			●	●	
362	GLALIE					
207	GLIGAR					●
44	GLOOM	●		●	●	
42	GOLBAT	●	●	●	●	
118	GOLDEEN	●	●	●	●	
55	GOLDUCK	●		●	●	
76	GOLEM					
368	GOREBYSS					
210	GRANBULL					●
75	GRAVELER	●	●	●	●	
88	GRIMER	●	●	●	●	
383	GROUDON			●		
253	GROVYLE					
58	GROWLITHE	●				
326	GRUMPIG					
316	GULPIN			●	●	
130	GYARADOS	●	●	●	●	
297	HARIYAMA			●	●	
93	HAUNTER	●	●			
214	HERACROSS	●	●	●	●	●
107	HITMONCHAN	●	●			
106	HITMONLEE	●	●			
237	HITMONTOP					●
250	HO-OH					●
163	HOOTHOOT					
187	HOPPIP	●	●			
116	HORSEA	●	●	●	●	
229	HOUNDOOM					●
228	HOUNDOUR					
367	HUNTAIL					
97	HYPNO	●	●			
174	IGGLYBUFF					
314	ILLUMISE			●	●	
2	IVYSAUR					
39	JIGGLYPUFF	●	●	●	●	
385	JIRACHI					
135	JOLTEON					
189	JUMPLUFF					
124	JYNX	●	●			
140	KABUTO	●	●			
141	KABUTOPS					
64	KADABRA	●	●			
14	KAKUNA	●	●			
115	KANGASKHAN	●	●			
352	KECLEON			●	●	
230	KINGDRA					
99	KINGLER		●			
281	KIRLIA					
109	KOFFING	●	●	●	●	
98	KRABBY	●	●			
382	KYOGRE				●	
305	LAIRON			●	●	
171	LANTURN					
131	LAPRAS	●	●			
246	LARVITAR	●	●			
380	LATIAS				●	
381	LATIOS			●		
166	LEDIAN					●
165	LEDYBA	●	●			
108	LICKITUNG	●	●			
345	LILEEP			●	●	
264	LINOONE			●	●	
271	LOMBRE				●	
270	LOTAD				●	
294	LOUDRED			●	●	
272	LUDICOLO					
249	LUGIA					
337	LUNATONE				●	
370	LUVDISC			●	●	
68	MACHAMP					
67	MACHOKE	●	●			
66	MACHOP	●	●	●	●	
240	MAGBY					
219	MAGCARGO	●	●			
129	MAGIKARP	●	●	●	●	
126	MAGMAR		●			
81	MAGNEMITE	●	●	●	●	
82	MAGNETON	●	●	●	●	
296	MAKUHITA			●	●	●
310	MANECTRIC			●	●	
56	MANKEY	●	●			
226	MANTINE		●			●
179	MAREEP					
183	MARILL		●	●	●	
105	MAROWAK	●	●			
259	MARSHTOMP					
284	MASQUERAIN					
303	MAWILE			●		
308	MEDICHAM			●	●	
307	MEDITITE			●	●	●
154	MEGANIUM					
52	MEOWTH	●	●			
376	METAGROSS					●
375	METANG					
11	METAPOD	●	●			
151	MEW					
150	MEWTWO	●	●			
262	MIGHTYENA					
350	MILOTIC					
241	MILTANK					●
312	MINUN			●	●	
200	MISDREAVUS		●			●
146	MOLTRES	●	●			
122	MR. MIME	●	●			
258	MUDKIP			●	●	
89	MUK		●			
198	MURKROW	●				●
177	NATU	●	●	●	●	
34	NIDOKING					
31	NIDOQUEEN					
29	NIDORAN ♀	●	●			
32	NIDORAN ♂	●	●			
30	NIDORINA	●	●			
33	NIDORINO	●	●			
290	NINCADA			●	●	
38	NINETALES					
291	NINJASK					
164	NOCTOWL					●
299	NOSEPASS			●	●	
322	NUMEL			●	●	
274	NUZLEAF			●		
224	OCTILLERY					●
43	ODDISH	●		●	●	
138	OMANYTE	●	●			
139	OMASTAR					
95	ONIX	●	●			
46	PARAS	●	●			
47	PARASECT	●	●			
279	PELIPPER			●	●	
53	PERSIAN	●	●			
231	PHANPY	●	●	●	●	
172	PICHU					
18	PIDGEOT					
17	PIDGEOTTO	●	●			
16	PIDGEY	●	●			
25	PIKACHU	●	●	●	●	
221	PILOSWINE					●
204	PINECO					
127	PINSIR		●	●	●	
311	PLUSLE			●	●	●
186	POLITOED					
60	POLIWAG	●	●			
61	POLIWHIRL	●	●			
62	POLIWRATH					
77	PONYTA	●	●			
261	POOCHYENA			●	●	
137	PORYGON	●	●			
233	PORYGON2					
57	PRIMEAPE	●	●			
54	PSYDUCK	●		●	●	
247	PUPITAR					
195	QUAGSIRE					●
156	QUILAVA					●
211	QWILFISH	●				●
26	RAICHU					
243	RAIKOU	●	●			●
280	RALTS			●	●	
78	RAPIDASH	●	●			
20	RATICATE	●	●			
19	RATTATA	●	●			
384	RAYQUAZA			●	●	
378	REGICE			●	●	
377	REGIROCK			●	●	
379	REGISTEEL			●	●	
369	RELICANTH			●	●	
223	REMORAID		●			●
112	RHYDON					
111	RHYHORN	●	●	●	●	
315	ROSELIA			●	●	
302	SABLEYE				●	
373	SALAMENCE					
27	SANDSHREW		●	●	●	
28	SANDSLASH		●			
254	SCEPTILE					
212	SCIZOR					
123	SCYTHER	●				
117	SEADRA	●				
119	SEAKING	●	●	●	●	
364	SEALEO					
273	SEEDOT			●		
86	SEEL	●	●			
161	SENTRET	●	●			
336	SEVIPER				●	
319	SHARPEDO			●	●	
292	SHEDINJA					
372	SHELGON					
90	SHELLDER	●				
275	SHIFTRY					
285	SHROOMISH			●	●	
213	SHUCKLE					●
353	SHUPPET			●	●	
266	SILCOON			●	●	
227	SKARMORY	●		●	●	●
188	SKIPLOOM					●
300	SKITTY			●	●	
289	SLAKING					
287	SLAKOTH			●	●	
80	SLOWBRO		●			
199	SLOWKING					
79	SLOWPOKE		●			
218	SLUGMA	●	●	●	●	●
235	SMEARGLE					●
238	SMOOCHUM					
215	SNEASEL		●			●
143	SNORLAX	●	●			
361	SNORUNT			●	●	
209	SNUBBULL					
338	SOLROCK			●		
21	SPEAROW	●	●			
363	SPHEAL			●	●	
167	SPINARAK	●	●			
327	SPINDA			●	●	
325	SPOINK			●	●	
7	SQUIRTLE	●	●			
234	STANTLER					●
121	STARMIE					
120	STARYU		●	●	●	
208	STEELIX					
185	SUDOWOODO					●
245	SUICUNE	●	●			●
192	SUNFLORA					●
191	SUNKERN					
283	SURSKIT			●	●	
333	SWABLU			●	●	●
317	SWALOT					
260	SWAMPERT					
277	SWELLOW			●	●	
220	SWINUB	●	●			
276	TAILLOW			●	●	
114	TANGELA	●	●			
128	TAUROS	●	●			
216	TEDDIURSA					
72	TENTACOOL	●	●	●	●	
73	TENTACRUEL	●	●	●	●	
175	TOGEPI	●	●			
176	TOGETIC					●
255	TORCHIC			●	●	
324	TORKOAL			●	●	
158	TOTODILE					
328	TRAPINCH			●	●	
252	TREECKO			●	●	
357	TROPIUS			●	●	●
157	TYPHLOSION					
248	TYRANITAR					●
236	TYROGUE					
197	UMBREON					●
201	UNOWN	●	●			
217	URSARING					●
134	VAPOREON					
49	VENOMOTH	●	●			
48	VENONAT	●	●			
3	VENUSAUR					
329	VIBRAVA					●
71	VICTREEBEL					
288	VIGOROTH					
45	VILEPLUME					
313	VOLBEAT			●	●	
100	VOLTORB	●	●	●	●	
37	VULPIX		●	●	●	
320	WAILMER			●	●	
321	WAILORD			●	●	
365	WALREIN					
8	WARTORTLE					
13	WEEDLE	●	●			
70	WEEPINBELL		●			
110	WEEZING	●				
340	WHISCASH			●	●	
293	WHISMUR			●	●	
40	WIGGLYTUFF					
278	WINGULL			●	●	
202	WOBBUFFET	●	●	●	●	
194	WOOPER	●				
265	WURMPLE			●	●	
360	WYNAUT			●	●	
178	XATU			●	●	
193	YANMA	●	●			●
335	ZANGOOSE			●		
145	ZAPDOS	●	●			
263	ZIGZAGOON			●	●	
41	ZUBAT	●	●	●	●	

Reading the Pokédex

The Pokédex is an aspiring Trainer's best friend. Because you'll be checking it often, it's good to know how it works so you can get the required information with minimal effort.

POKéDEX NUMBER AND POKéMON NAME

The Pokémon number is taken from the National Pokédex—which includes Pokémon from Kanto, Orre and Hoenn.

TYPE, ABILITY AND SIZE

A Pokémon's type is key to effective battling. Some Pokémon change types, abilities and sizes as they evolve, so pay careful attention.

EGG TYPE

All Pokémon have one or two of 14 Egg types. To create an Egg, take two Pokémon of opposite genders that have the same Egg type and leave them in the Day Care on Four Island. If the Egg type is listed as None, that Pokémon is unable to produce an Egg.

AVAILABILITY

The availability boxes refer to five different games: Pokémon FireRed, Pokémon LeafGreen, Pokémon Ruby, Pokémon Sapphire and Pokémon Colosseum (in that order). If you can get a Pokémon directly from a game (by catching it in the wild, reviving it from a fossil or trading for it with an in-game character), there will be a colored dot in that game's slot. This example shows that Charmander is available in Pokémon FireRed and LeafGreen, but Charmeleon and Charizard have no availability listed because you can get them only by evolving a Charmander or trading with another human player.

POKéMON TYPE ABBREVIATIONS

BUG → BUG
DRK → DARK
DRG → DRAGON
ELC → ELECTRIC
FTG → FIGHTING
FIRE → FIRE
FLY → FLYING
GHO → GHOST
GRS → GRASS
GRD → GROUND
ICE → ICE
NRM → NORMAL
PSN → POISON
PSY → PSYCHIC
RCK → ROCK
STL → STEEL
WTR → WATER

#4 CHARMANDER

TYPE: FIRE
ABILITY: BLAZE
2'0" / 19 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY: ● ●

HP ■□□□ ATTACK ■□□□ SA ■■□□
SPEED ■■□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 16

#5 CHARMELEON

TYPE: FIRE
ABILITY: BLAZE
3'7" / 42 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■■□□
SPEED ■■□□ DEFENSE ■■□□ SD ■■□□

EVOLVES AT LEVEL 36

#6 CHARIZARD

TYPE: FIRE-FLYING
ABILITY: BLAZE
5'7" / 200 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■■■□
SPEED ■■■□ DEFENSE ■■□□ SD ■■■□

LEVEL-UP MOVES

ATTACK	TYPE	#4	#5	#6
SCRATCH	NRM	1	1	1
GROWL	NRM	1	1	1
EMBER	FIRE	–	1	1
HEAT WAVE	FIRE	–	–	1
METAL CLAW	STL	–	–	1
EMBER	FIRE	7	7	7
METAL CLAW	STL	13	13	13
SMOKESCREEN	NRM	19	20	20
SCARY FACE	NRM	25	27	27
FLAMETHROWER	FIRE	31	34	34
WING ATTACK	FLY	–	–	36
SLASH	NRM	37	41	44
DRAGON RAGE	DRG	43	48	54
FIRE SPIN	FIRE	49	55	64

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#4	#5	#6
01 FOCUS PUNCH	FTG	●	●	●
02 DRAGON CLAW	DRG	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
35 FLAMETHROWER	FIRE	●	●	●
38 FIRE BLAST	FIRE	●	●	●
40 AERIAL ACE	FLY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
47 STEEL WING	STL	–	–	●
50 OVERHEAT	FIRE	●	●	●
HM01 CUT	NRM	●	●	●
HM02 FLY	FLY	–	–	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG BELLY DRUM	NRM	●	–	–
EG ANCIENTPOWER	RCK	●	–	–
EG ROCK SLIDE	RCK	●	–	–
EG BITE	DRK	●	–	–
EG OUTRAGE	DRG	●	–	–
EG BEAT UP	DRK	●	–	–
EG SWORDS DANCE	NRM	●	–	–
EG DRAGON DANCE	DRG	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM SWORDS DANCE	NRM	●	●	●
LM MEGA KICK	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM ROCK SLIDE	RCK	●	●	●
LM SUBSTITUTE	NRM	●	●	●
LM BLAST BURN	FIRE	–	–	●

LEVEL-UP MOVES

Pokémon learn moves automatically when they reach certain levels. The level at which a Pokémon learns a move is shown below the move's number. Keep an eye on the chart—many Pokémon learn certain moves during only one stage of their evolution.

STATISTICS

Each Pokémon's relative statistics are represented on a scale of one to four, with one being the lowest and four the highest. (HP stands for Hit Points, SA stands for Special Attack and SD stands for Special Defense). In this example, Charizard has great SA, SD and Speed ratings, and only decent ratings in the other categories.

EVOLUTION

The bar below a Pokémon's image shows when or how it evolves. Most Pokémon evolve when they reach a certain level, but some have other requirements. Pokémon that don't evolve at all won't have this bar.

TM, HM, EGG AND LEARNED MOVES

You can teach many TMs and HMs to your Pokémon if you have the corresponding Technical Machine or Hidden Machine. If a Pokémon can learn a TM or HM move, a dot will appear in its column. Egg Moves are special moves that a Pokémon might know if it hatches from an egg. Learned moves are those that a Pokémon learns from an in-game character.

REGIONAL VARIATION

Some Pokémon will learn level-up moves at different levels while in the Hoenn and Orre regions, and some will learn certain moves only in Kanto. For example, Charmander will learn Smokescreen at Level 19 in Kanto. If you take Charmander to Hoenn, it will get the move at Level 13. But if you keep Charmander in Kanto when it evolves to Level 13, it will learn Metal Claw—an attack it will pick up only when in Kanto. Dozens of Pokémon learn level-up moves differently in the three regions—you'll need to experiment to learn how. The Pokédex reveals which fall under the regional influence. Each is designated by the red icon next to its name.

#1 BULBASAUR

TYPE: GRASS-POISON
ABILITY: OVERGROW
2'4" / 15 lbs. | EGG: MONSTER / GRASS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#1	#2	#3
TACKLE	NRM	1	1	1
GROWL	NRM	–	1	1
LEECH SEED	GRS	–	1	1
VINE WHIP	GRS	–	–	1
GROWL	NRM	4	4	4
LEECH SEED	GRS	7	7	7
VINE WHIP	GRS	10	10	10
POISONPOWDER	PSN	15	15	15
SLEEP POWDER	GRS	15	15	15
RAZOR LEAF	GRS	20	22	22
SWEET SCENT	NRM	25	29	29
GROWTH	NRM	32	38	41
SYNTHESIS	GRS	39	47	53
SOLARBEAM	GRS	46	56	65

EVOLVES AT LEVEL 16

#2 IVYSAUR

TYPE: GRASS-POISON
ABILITY: OVERGROW
3'3" / 29 lbs. | EGG: MONSTER / GRASS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 32

#3 VENUSAUR

TYPE: GRASS-POISON
ABILITY: OVERGROW
6'7" / 221 lbs. | EGG: MONSTER / GRASS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#1	#2	#3
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
09 BULLET SEED	GRS	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
19 GIGA DRAIN	GRS	●	●	●
21 FRUSTRATION	NRM	●	●	●
22 SOLARBEAM	GRS	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
36 SLUDGE BOMB	PSN	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM01 CUT	NRM	●	●	●
HM04 STRENGTH	NRM	●	●	●
HM05 FLASH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG LIGHT SCREEN	PSY	●	–	–
EG SKULL BASH	NRM	●	–	–
EG SAFEGUARD	NRM	●	–	–
EG CHARM	NRM	●	–	–
EG PETAL DANCE	GRS	●	–	–
EG MAGICAL LEAF	GRS	●	–	–
EG GRASSWHISTLE	GRS	●	–	–
EG CURSE	???	●	–	–
LM SWORDS DANCE	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●
LM FRENZY PLANT	GRS	–	–	●

#4 CHARMANDER

TYPE: FIRE
ABILITY: BLAZE
2'0" / 19 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#4	#5	#6
SCRATCH	NRM	1	1	1
GROWL	NRM	1	1	1
EMBER	FIRE	–	1	1
HEAT WAVE	FIRE	–	–	1
METAL CLAW	STL	–	–	1
EMBER	FIRE	7	7	7
METAL CLAW	STL	13	13	13
SMOKESCREEN	NRM	19	20	20
SCARY FACE	NRM	25	27	27
FLAMETHROWER	FIRE	31	34	34
WING ATTACK	FLY	–	–	36
SLASH	NRM	37	41	44
DRAGON RAGE	DRG	43	48	54
FIRE SPIN	FIRE	49	55	64

EVOLVES AT LEVEL 16

#5 CHARMELEON

TYPE: FIRE
ABILITY: BLAZE
3'7" / 42 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 36

#6 CHARIZARD

TYPE: FIRE-FLYING
ABILITY: BLAZE
5'7" / 200 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

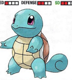
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#4	#5	#6
01 FOCUS PUNCH	FTG	●	●	●
02 DRAGON CLAW	DRG	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
35 FLAMETHROWER	FIRE	●	●	●
38 FIRE BLAST	FIRE	●	●	●
40 AERIAL ACE	FLY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
47 STEEL WING	STL	–	–	●
50 OVERHEAT	FIRE	●	●	●
HM01 CUT	NRM	●	●	●
HM02 FLY	FLY	–	–	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG BELLY DRUM	NRM	●	–	–
EG ANCIENTPOWER	RCK	●	–	–
EG ROCK SLIDE	RCK	●	–	–
EG BITE	DRK	●	–	–
EG OUTRAGE	DRG	●	–	–
EG BEAT UP	DRK	●	–	–
EG SWORDS DANCE	NRM	●	–	–
EG DRAGON DANCE	DRG	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM SWORDS DANCE	NRM	●	●	●
LM MEGA KICK	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM ROCK SLIDE	RCK	●	●	●
LM SUBSTITUTE	NRM	●	●	●
LM BLAST BURN	FIRE	–	–	●

#7 SQUIRTLE

TYPE: WATER
ABILITY: TORRENT
1'8" / 20 lbs. | EGG: MONSTER / WATER 1
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#7	#8	#9
TACKLE	NRM	1	1	1
TAIL WHIP	NRM	–	1	1
BUBBLE	WTR	–	1	1
WITHDRAW	WTR	–	–	1
TAIL WHIP	NRM	4	4	4
BUBBLE	WTR	7	7	7
WITHDRAW	WTR	10	10	10
WATER GUN	WTR	13	13	13
BITE	DRK	18	19	19
RAPID SPIN	NRM	23	25	25
PROTECT	NRM	28	31	31
RAIN DANCE	WTR	33	37	42
SKULL BASH	NRM	40	45	55
HYDRO PUMP	WTR	47	53	68

EVOLVES AT LEVEL 16

#8 WARTORTLE

TYPE: WATER
ABILITY: TORRENT
3'3" / 50 lbs. | EGG: MONSTER / WATER 1
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 36

#9 BLASTOISE

TYPE: WATER
ABILITY: TORRENT
5'3" / 189 lbs. | EGG: MONSTER / WATER 1
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#7	#8	#9
01 FOCUS PUNCH	FTG	●	●	●
03 WATER PULSE	WTR	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
07 HAIL	ICE	●	●	●
10 HIDDEN POWER	NRM	●	●	●
13 ICE BEAM	ICE	●	●	●
14 BLIZZARD	ICE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM03 SURF	WTR	●	●	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
HM07 WATERFALL	WTR	●	●	●
HM08 DIVE	WTR	●	●	●
EG MIRROR COAT	PSY	●	–	–
EG HAZE	ICE	●	–	–
EG MIST	ICE	●	–	–
EG FORESIGHT	NRM	●	–	–
EG FLAIL	NRM	●	–	–
EG REFRESH	NRM	●	–	–
EG MUD SPORT	GRD	●	–	–
EG YAWN	NRM	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM MEGA KICK	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●
LM HYDRO CANNON	WTR	–	–	●

#10 CATERPIE

TYPE: BUG
ABILITY: SHIELD DUST
1'0" / 6 lbs. | EGG: BUG
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

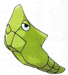
ATTACK	TYPE	#10	#11	#12
TACKLE	NRM	1	–	–
STRING SHOT	BUG	1	–	–
HARDEN	NRM	–	1	–
CONFUSION	PSY	–	–	1
HARDEN	NRM	–	7	–
CONFUSION	PSY	–	–	10
POISONPOWDER	PSN	–	–	13
STUN SPORE	GRS	–	–	14
SLEEP POWDER	GRS	–	–	15
SUPERSONIC	NRM	–	–	18
WHIRLWIND	NRM	–	–	23
GUST	FLY	–	–	28
PSYBEAM	PSY	–	–	34
SAFEGUARD	NRM	–	–	40
SILVER WIND	BUG	–	–	47

EVOLVES AT LEVEL 7

#11 METAPOD

TYPE: BUG
ABILITY: SHED SKIN
2'4" / 22 lbs. | EGG: BUG
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

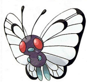


EVOLVES AT LEVEL 10

#12 BUTTERFREE

TYPE: BUG-FLYING
ABILITY: COMPOUNDEYES
3'7" / 71 lbs. | EGG: BUG
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#10	#11	#12
06 TOXIC	PSN	–	–	●
10 HIDDEN POWER	NRM	–	–	●
11 SUNNY DAY	FIRE	–	–	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	–	–	●
18 RAIN DANCE	WTR	–	–	●
19 GIGA DRAIN	GRS	–	–	●
20 SAFEGUARD	NRM	–	–	●
21 FRUSTRATION	NRM	–	–	●
22 SOLARBEAM	GRS	–	–	●
27 RETURN	NRM	–	–	●
29 PSYCHIC	PSY	–	–	●
30 SHADOW BALL	GHO	–	–	●
32 DOUBLE TEAM	NRM	–	–	●
40 AERIAL ACE	FLY	–	–	●
42 FACADE	NRM	–	–	●
43 SECRET POWER	NRM	–	–	●
44 REST	PSY	–	–	●
45 ATTRACT	NRM	–	–	●
46 THIEF	DRK	–	–	●
48 SKILL SWAP	PSY	–	–	●
HM05 FLASH	NRM	–	–	●
LM DOUBLE-EDGE	NRM	–	–	●
LM MIMIC	NRM	–	–	●
LM DREAM EATER	PSY	–	–	●
LM SUBSTITUTE	NRM	–	–	●

#13 WEEDLE

TYPE: BUG-POISON
ABILITY: SHIELD DUST
1'0" / 7 lbs. | EGG: BUG
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 7

#14 KAKUNA

TYPE: BUG-POISON
ABILITY: SHED SKIN
2'0" / 22 lbs. | EGG: BUG
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 10

#15 BEEDRILL

TYPE: BUG-POISON
ABILITY: SWARM
3'3" / 65 lbs. | EGG: BUG
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#13	#14	#15
POISON STING	PSN	1	–	–
STRING SHOT	BUG	1	–	–
HARDEN	NRM	–	1	–
FURY ATTACK	NRM	–	–	1
HARDEN	NRM	–	7	–
FURY ATTACK	NRM	–	–	10
FOCUS ENERGY	NRM	–	–	15
TWINEEDLE	BUG	–	–	20
RAGE	NRM	–	–	25
PURSUIT	DRK	–	–	30
PIN MISSILE	BUG	–	–	35
AGILITY	PSY	–	–	40
ENDEAVOR	NRM	–	–	45

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#13	#14	#15
06 TOXIC	PSN	–	–	●
10 HIDDEN POWER	NRM	–	–	●
11 SUNNY DAY	FIRE	–	–	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	–	–	●
19 GIGA DRAIN	GRS	–	–	●
21 FRUSTRATION	NRM	–	–	●
22 SOLARBEAM	GRS	–	–	●
27 RETURN	NRM	–	–	●
31 BRICK BREAK	FTG	–	–	●
32 DOUBLE TEAM	NRM	–	–	●
36 SLUDGE BOMB	PSN	–	–	●
40 AERIAL ACE	FLY	–	–	●
42 FACADE	NRM	–	–	●
43 SECRET POWER	NRM	–	–	●
44 REST	PSY	–	–	●
45 ATTRACT	NRM	–	–	●
46 THIEF	DRK	–	–	●
HM01 CUT	NRM	–	–	●
HM06 ROCK SMASH	FTG	–	–	●
LM SWORDS DANCE	NRM	–	–	●
LM DOUBLE-EDGE	NRM	–	–	●
LM MIMIC	NRM	–	–	●
LM SUBSTITUTE	NRM	–	–	●

#16 PIDGEY

TYPE: NORMAL-FLYING
ABILITY: KEEN EYE
1'0" / 4 lbs. | EGG: FLYING
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 18

#17 PIDGEOTTO

TYPE: NORMAL-FLYING
ABILITY: KEEN EYE
3'7" / 66 lbs. | EGG: FLYING
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 36

#18 PIDGEOT

TYPE: NORMAL-FLYING
ABILITY: KEEN EYE
4'11" / 87 lbs. | EGG: FLYING
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#16	#17	#18
TACKLE	NRM	1	1	1
SAND-ATTACK	GRD	–	1	1
GUST	FLY	–	1	1
QUICK ATTACK	NRM	–	–	1
SAND-ATTACK	GRD	5	5	5
GUST	FLY	9	9	9
QUICK ATTACK	NRM	13	13	13
WHIRLWIND	NRM	19	20	20
WING ATTACK	FLY	25	27	27
FEATHERDANCE	FLY	31	34	34
AGILITY	PSY	39	43	48
MIRROR MOVE	FLY	47	52	62

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#16	#17	#18
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
27 RETURN	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
40 AERIAL ACE	FLY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
47 STEEL WING	STL	●	●	●
HM02 FLY	FLY	●	●	●
EG PURSUIT	DRK	●	–	–
EG FAINT ATTACK	DRK	●	–	–
EG FORESIGHT	NRM	●	–	–
EG STEEL WING	STL	●	–	–
EG AIR CUTTER	FLY	●	–	–
LM DOUBLE-EDGE	NRM	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#19 RATTATA

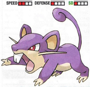
TYPE: NORMAL

ABILITY: RUN AWAY / GUTS

1'0" / 8 lbs. | EGG: FIELD

AVAILABILITY: ● ●

HP | ATTACK | SA
SPEED | DEFENSE | SD



EVOLVES AT LEVEL 20

#20 RATICATE

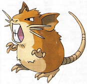
TYPE: NORMAL

ABILITY: RUN AWAY / GUTS

2'4" / 41 lbs. | EGG: FIELD

AVAILABILITY: ● ●

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

ATTACK	TYPE	#19	#20
TACKLE	NRM	1	1
TAIL WHIP	NRM	1	1
QUICK ATTACK	NRM	–	1
QUICK ATTACK	NRM	7	7
HYPER FANG	NRM	13	13
FOCUS ENERGY	NRM	20	–
SCARY FACE	NRM	–	20
PURSUIT	DRK	27	30
SUPER FANG	NRM	34	40
ENDEAVOR	NRM	41	50

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#19	#20
05 ROAR	NRM	–	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM04 STRENGTH	NRM	–	●
HM06 ROCK SMASH	FTG	●	●
EG SCREECH	NRM	●	–
EG FLAME WHEEL	FIRE	●	–
EG FURY SWIPES	NRM	●	–
EG BITE	DRK	●	–
EG COUNTER	FTG	●	–
EG REVERSAL	FTG	●	–
EG UPROAR	NRM	●	–
EG SWAGGER	NRM	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM MIMIC	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#21 SPEAROW

TYPE: NORMAL-FLYING

ABILITY: KEEN EYE

1'0" / 4 lbs. | EGG: FLYING

AVAILABILITY: ● ●

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 20

#22 FEAROW

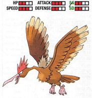
TYPE: NORMAL-FLYING

ABILITY: KEEN EYE

3'11" / 84 lbs. | EGG: FLYING

AVAILABILITY: ● ●

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

ATTACK	TYPE	#21	#22
PECK	FLY	1	1
GROWL	NRM	1	1
LEER	NRM	–	1
FURY ATTACK	NRM	–	1
LEER	NRM	7	7
FURY ATTACK	NRM	13	13
PURSUIT	DRK	19	26
AERIAL ACE	FLY	25	–
MIRROR MOVE	FLY	31	32
DRILL PECK	FLY	37	40
AGILITY	PSY	43	47

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#21	#22
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
47 STEEL WING	STL	●	●
HM02 FLY	FLY	●	●
EG FAINT ATTACK	DRK	●	–
EG FALSE SWIPE	NRM	●	–
EG SCARY FACE	NRM	●	–
EG QUICK ATTACK	NRM	●	–
EG TRI ATTACK	NRM	●	–
EG ASTONISH	GHO	●	–
EG SKY ATTACK	FLY	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#23 EKANS

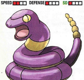
TYPE: POISON

ABILITY: INTIMIDATE / SHED SKIN

6'7" / 15 lbs. | EGG: FIELD / DRAGON

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#23	#24
WRAP	NRM	1	1
LEER	NRM	1	1
POISON STING	PSN	–	1
BITE	DRK	–	1
POISON STING	PSN	8	8
BITE	DRK	13	13
GLARE	NRM	20	20
SCREECH	NRM	25	28
ACID	PSN	32	38
STOCKPILE	NRM	37	46
SWALLOW	NRM	37	46
SPIT UP	NRM	37	46
HAZE	ICE	44	56

EVOLVES AT LEVEL 22

#24 ARBOK

TYPE: POISON

ABILITY: INTIMIDATE / SHED SKIN

11'6" / 143 lbs. | EGG: FIELD / DRAGON

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#23	#24
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
49 SNATCH	DRK	●	●
HM04 STRENGTH	NRM	●	●
EG PURSUIT	DRK	●	–
EG SLAM	NRM	●	–
EG SPITE	GHO	●	–
EG BEAT UP	DRK	●	–
EG POISON FANG	PSN	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#25 PIKACHU

TYPE: ELECTRIC

ABILITY: STATIC

1'4" / 13 lbs. | EGG: FIELD / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#25	#26
THUNDERSHOCK	ELC	1	1
GROWL	NRM	1	–
TAIL WHIP	NRM	–	1
QUICK ATTACK	NRM	–	1
THUNDERBOLT	ELC	–	1
TAIL WHIP	NRM	6	–
THUNDER WAVE	ELC	8	–
QUICK ATTACK	NRM	11	–
DOUBLE TEAM	NRM	15	–
SLAM	NRM	20	–
THUNDERBOLT	ELC	26	–
AGILITY	PSY	33	–
THUNDER	ELC	41	–
LIGHT SCREEN	PSY	50	–

EVOLVES WITH THUNDER STONE

#26 RAICHU

TYPE: ELECTRIC

ABILITY: STATIC

2'7" / 66 lbs. | EGG: FIELD / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

BABY POKéMON ALERT!

You'll need to breed from a Pikachu or a Raichu to get the baby Pokémon, Pichu (see page 140). Pichu can learn level-up moves—Charm and Sweet Kiss—that Pikachu and Raichu can't.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#25	#26
01 FOCUS PUNCH	FTG	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	–	●
HM04 STRENGTH	NRM	●	●
HM05 FLASH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#27 SANDSHREW

TYPE: GROUND
ABILITY: SAND VEIL
2'0" / 26 lbs. | EGG: FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#27	#28
SCRATCH	NRM	1	1
DEFENSE CURL	NRM	–	1
SAND-ATTACK	GRD	–	1
DEFENSE CURL	NRM	6	6
SAND-ATTACK	GRD	11	11
POISON STING	PSN	17	17
SLASH	NRM	23	24
SWIFT	NRM	30	33
FURY SWIPES	NRM	37	42
SAND TOMB	GRD	45	52
SANDSTORM	RCK	53	62

EVOLVES AT LEVEL 22

#28 SANDSLASH

TYPE: GROUND
ABILITY: SAND VEIL
3'3" / 65 lbs. | EGG: FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#27	#28
01 FOCUS PUNCH	FTG	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
37 SANDSTORM	RCK	●	●
39 ROCK TOMB	RCK	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG FLAIL	NRM	●	–
EG SAFEGUARD	NRM	●	–
EG COUNTER	FTG	●	–
EG RAPID SPIN	NRM	●	–
EG ROCK SLIDE	RCK	●	–
EG METAL CLAW	STL	●	–
EG SWORDS DANCE	NRM	●	–
EG CRUSH CLAW	NRM	●	–
LM SWORDS DANCE	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#29 NIDORAN♀

TYPE: POISON
ABILITY: POISON POINT
1'4" / 15 lbs. | EGG: MONSTER / FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#29	#30	#31
GROWL	NRM	1	1	–
SCRATCH	NRM	1	1	1
TAIL WHIP	NRM	–	–	1
DOUBLE KICK	FTG	–	–	1
POISON STING	PSN	–	–	1
TAIL WHIP	NRM	8	8	–
DOUBLE KICK	FTG	12	12	–
POISON STING	PSN	17	18	–
BITE	DRK	20	22	–
BODY SLAM	NRM	–	–	22
HELPING HAND	NRM	23	26	–
FURY SWIPES	NRM	30	34	–
FLATTER	DRK	38	43	–
SUPERPOWER	FTG	–	–	43
CRUNCH	DRK	47	53	–

EVOLVES AT LEVEL 16

#30 NIDORINA

TYPE: POISON
ABILITY: POISON POINT
2'7" / 44 lbs. | EGG: NONE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH MOON STONE

#31 NIDOQUEEN

TYPE: POISON-GROUND
ABILITY: POISON POINT
4'3" / 132 lbs. | EGG: NONE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#29	#30	#31
01 FOCUS PUNCH	FTG	–	–	●
03 WATER PULSE	WTR	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
12 TAUNT	DRK	–	–	●
13 ICE BEAM	ICE	●	●	●
14 BLIZZARD	ICE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
24 THUNDERBOLT	ELC	●	●	●
25 THUNDER	ELC	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
30 SHADOW BALL	GHO	–	–	●
31 BRICK BREAK	FTG	–	–	●
32 DOUBLE TEAM	NRM	●	●	●
34 SHOCK WAVE	ELC	●	●	●
35 FLAMETHROWER	FIRE	–	–	●
36 SLUDGE BOMB	PSN	●	●	●
37 SANDSTORM	RCK	–	–	●
38 FIRE BLAST	FIRE	–	–	●
39 ROCK TOMB	RCK	–	–	●
40 AERIAL ACE	FLY	●	●	●
41 TORMENT	DRK	–	–	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
HM01 CUT	NRM	●	●	●
HM03 SURF	WTR	–	–	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG SUPERSONIC	NRM	●	–	–
EG DISABLE	NRM	●	–	–
EG TAKE DOWN	NRM	●	–	–
EG FOCUS ENERGY	NRM	●	–	–
EG CHARM	NRM	●	–	–
EG COUNTER	FTG	●	–	–
EG BEAT UP	DRK	●	–	–
LM MEGA PUNCH	NRM	–	–	●
LM MEGA KICK	NRM	–	–	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	–	–	●
LM MIMIC	NRM	●	●	●
LM ROCK SLIDE	RCK	–	–	●
LM SUBSTITUTE	NRM	●	●	●

#32 NIDORAN♂

TYPE: POISON
ABILITY: POISON POINT
1'8" / 20 lbs. EGG: MONSTER / FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 16

#33 NIDORINO

TYPE: POISON
ABILITY: POISON POINT
2'11" / 43 lbs. EGG: MONSTER / FIELD
AVAILABILITY:

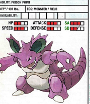
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH MOON STONE

#34 NIDOKING

TYPE: POISON-GROUND
ABILITY: POISON POINT
4'7" / 137 lbs. EGG: MONSTER / FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#32	#33	#34
LEER	NRM	1	1	–
PECK	FLY	1	1	1
FOCUS ENERGY	NRM	–	–	1
DOUBLE KICK	FTG	–	–	1
POISON STING	PSN	–	–	1
FOCUS ENERGY	NRM	8	8	–
DOUBLE KICK	FTG	12	12	–
POISON STING	PSN	17	18	–
HORN ATTACK	NRM	20	22	–
THRASH	NRM	–	–	22
HELPING HAND	NRM	23	26	–
FURY ATTACK	NRM	30	34	–
FLATTER	DRK	38	43	–
MEGAHORN	BUG	–	–	43
HORN DRILL	NRM	47	53	–

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#32	#33	#34
01 FOCUS PUNCH	FTG	–	–	●
03 WATER PULSE	WTR	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
12 TAUNT	DRK	–	–	●
13 ICE BEAM	ICE	●	●	●
14 BLIZZARD	ICE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
24 THUNDERBOLT	ELC	●	●	●
25 THUNDER	ELC	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
30 SHADOW BALL	GHO	–	–	●
31 BRICK BREAK	FTG	–	–	●
32 DOUBLE TEAM	NRM	●	●	●
34 SHOCK WAVE	ELC	●	●	●
35 FLAMETHROWER	FIRE	–	–	●
36 SLUDGE BOMB	PSN	●	●	●
37 SANDSTORM	RCK	–	–	●
38 FIRE BLAST	FIRE	–	–	●
39 ROCK TOMB	RCK	–	–	●
41 TORMENT	DRK	–	–	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
HM01 CUT	NRM	●	●	●
HM03 SURF	WTR	–	–	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG COUNTER	FTG	●	–	–
EG DISABLE	NRM	●	–	–
EG SUPERSONIC	NRM	●	–	–
EG TAKE DOWN	NRM	●	–	–
EG AMNESIA	PSY	●	–	–
EG CONFUSION	PSY	●	–	–
EG BEAT UP	DRK	●	–	–
LM MEGA PUNCH	NRM	–	–	●
LM MEGA KICK	NRM	–	–	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	–	–	●
LM MIMIC	NRM	●	●	●
LM ROCK SLIDE	RCK	–	–	●
LM SUBSTITUTE	NRM	●	●	●

#35 CLEFAIRY

TYPE: NORMAL
ABILITY: CUTE CHARM
2'0" / 17 lbs. EGG: FAIRY
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH MOON STONE

#36 CLEFABLE

TYPE: NORMAL
ABILITY: CUTE CHARM
4'3" / 88 lbs. EGG: FAIRY
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

BABY POKéMON ALERT!

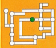
You'll need to breed from a Clefairy or a Clefable to get the baby Pokémon, Cleffa (see page 140). Cleffa can learn level-up moves—Charm, Sweet Kiss and Magical Leaf—that Clefairy and Clefable can't.

LEVEL-UP MOVES

ATTACK	TYPE	#35	#36
POUND	NRM	1	–
GROWL	NRM	1	–
SING	NRM	–	1
DOUBLESLAP	NRM	–	1
MINIMIZE	NRM	–	1
METRONOME	NRM	–	1
ENCORE	NRM	5	–
SING	NRM	9	–
DOUBLESLAP	NRM	13	–
FOLLOW ME	NRM	17	–
MINIMIZE	NRM	21	–
DEFENSE CURL	NRM	25	–
METRONOME	NRM	29	–
COSMIC POWER	PSY	33	–
MOONLIGHT	NRM	37	–
LIGHT SCREEN	PSY	41	–
METEOR MASH	STL	45	–

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#35	#36
01 FOCUS PUNCH	FTG	●	●
03 WATER PULSE	WTR	●	●
04 CALM MIND	PSY	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
49 SNATCH	DRK	●	●
HM04 STRENGTH	NRM	●	●
HM05 FLASH	NRM	●	●
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM METRONOME	NRM	●	●
LM SOFTBOILED	NRM	●	●
LM DREAM EATER	PSY	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●



CELADON CITY

Celadon City is the biggest burg in Kanto, and home to the world's largest department store. Head there for all your Pokémon needs, then spend some time in the gaming hall, take down a Gym Leader and infiltrate the Team Rocket hideout.

DEPARTMENT STORE

2nd Floor—Counter 1			
TM 05 (ROAR)	1,000	TM 31 (BRICK BREAK)	3,000
TM 15 (HYPER BEAM)	7,500	TM 43 (SECRET POWER)	3,000
TM 28 (DIG)	2,000	TM 45 (ATTRACT)	3,000

2nd Floor—Counter 2			
ANTIDOTE	100	PARALYZE HEAL	200
AWAKENING	250	REVIVE	1,500
BURN HEAL	250	SUPER POTION	700
GREAT BALL	600	SUPER REPEL	500
ICE HEAL	250	SILVER SILPH	250

4th Floor			
FIRE STONE	2,100	RETRO MAIL	50
LEAF STONE	2,100	THUNDER STONE	2,100
POKé DOLL	1,000	WATER STONE	2,100

5th Floor—Counter 1			
CALCIUM	9,800	IRON	9,800
CARBOS	9,800	PROTEIN	9,800
HP UP	9,800	ZINC	9,800

5th Floor—Counter 2			
DIRE HIT	650	X DEFEND	550
GUARD SPEC	700	X SPECIAL	350
X ACCURACY	950	X SPEED	350
X ATTACK	500		

Rooftop	
FRESH WATER	200
LEMONADE	350
SODA POP	300

#37 VULPIX

TYPE: FIRE

ABILITY: FLASH FIRE

2'0" / 22 lbs. | EGG: FIELD

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD

LEVEL-UP MOVES			
ATTACK	TYPE	#37	#38
EMBER	FIRE	1	1
QUICK ATTACK	NRM	–	1
CONFUSE RAY	GHO	–	1
SAFEGUARD	NRM	–	1
TAIL WHIP	NRM	5	–
ROAR	NRM	9	–
QUICK ATTACK	NRM	13	–
WILL-O-WISP	FIRE	17	–
CONFUSE RAY	GHO	21	–
IMPRISON	PSY	25	–
FLAMETHROWER	FIRE	29	–
SAFEGUARD	NRM	33	–
GRUDGE	GHO	37	–
FIRE SPIN	FIRE	41	45

EVOLVES WITH FIRE STONE

#38 NINETALES

TYPE: FIRE

ABILITY: FLASH FIRE

3'7" / 44 lbs. | EGG: FIELD

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD

TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#37	#38
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
50 OVERHEAT	FIRE	●	●
EG FAINT ATTACK	DRK	●	–
EG HYPNOSIS	PSY	●	–
EG FLAIL	NRM	●	–
EG SPITE	GHO	●	–
EG DISABLE	NRM	●	–
EG HOWL	NRM	●	–
EG PSYCH UP	NRM	●	–
EG HEAT WAVE	FIRE	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#39 JIGGLYPUFF

TYPE: NORMAL

ABILITY: CUTE CHARM

1'8" / 12 lbs. | EGG: FAIRY

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD

LEVEL-UP MOVES			
ATTACK	TYPE	#39	#40
SING	NRM	1	1
DISABLE	NRM	–	1
DEFENSE CURL	NRM	–	1
DOUBLESLAP	NRM	–	1
DEFENSE CURL	NRM	4	–
POUND	NRM	9	–
DISABLE	NRM	14	–
ROLLOUT	RCK	19	–
DOUBLESLAP	NRM	24	–
REST	PSY	29	–
BODY SLAM	NRM	34	–
MIMIC	NRM	39	–
HYPER VOICE	NRM	44	–
DOUBLE-EDGE	NRM	49	–

EVOLVES WITH MOON STONE

#40 WIGGLYTUFF

TYPE: NORMAL

ABILITY: CUTE CHARM

3'3" / 26 lbs. | EGG: FAIRY

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD

BABY POKéMON ALERT!

You'll need to breed from a Jigglypuff or a Wigglytuff to get the baby Pokémon, Igglybuff (see page 141). Igglybuff can learn level-up moves—Charm and Sweet Kiss—that Jigglypuff and Wigglytuff can't.

TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#39	#40
01 FOCUS PUNCH	FTG	●	●
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
49 SNATCH	DRK	●	●
HM04 STRENGTH	NRM	●	●
HM05 FLASH	NRM	●	●
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#41 ZUBAT

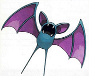
TYPE: POISON-FLYING

ABILITY: INNER FOCUS

2'7" / 17 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#41	#42
LEECH LIFE	BUG	1	1
SCREECH	NRM	–	1
ASTONISH	GHO	–	1
SUPERSONIC	NRM	–	1
ASTONISH	GHO	6	6
SUPERSONIC	NRM	11	11
BITE	DRK	16	16
WING ATTACK	FLY	21	21
CONFUSE RAY	GHO	26	28
AIR CUTTER	FLY	31	35
MEAN LOOK	NRM	36	42
POISON FANG	PSN	41	49
HAZE	ICE	46	56

EVOLVES AT LEVEL 22

#42 GOLBAT

TYPE: POISON-FLYING

ABILITY: INNER FOCUS

5'3" / 121 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#41	#42
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
40 AERIAL ACE	FLY	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
47 STEEL WING	STL	●	●
49 SNATCH	DRK	●	●
EG QUICK ATTACK	NRM	●	–
EG PURSUIT	DRK	●	–
EG FAINT ATTACK	DRK	●	–
EG GUST	FLY	●	–
EG WHIRLWIND	NRM	●	–
EG CURSE	???	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

FRIENDSHIP EVOLUTION

Golbat will evolve into Crobat (see page 139), which has higher hit points and Speed, when your Friendship is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

#43 ODDISH

TYPE: GRASS-POISON

ABILITY: CHLOROPHYLL

1'8" / 12 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#43	#44	#45
ABSORB	GRS	1	1	1
SWEET SCENT	FLY	–	1	–
POISON POWDER	PSN	–	1	–
AROMATHERAPY	GRS	–	–	1
STUN SPORE	GRS	–	–	1
MEGA DRAIN	GRS	–	–	1
SWEET SCENT	NRM	7	7	–
POISONPOWDER	PSN	14	14	–
STUN SPORE	GRS	16	16	–
SLEEP POWDER	GRS	18	18	–
ACID	PSN	23	24	–
MOONLIGHT	NRM	32	35	–
PETAL DANCE	GRS	39	44	44

EVOLVES AT LEVEL 21

#44 GLOOM

TYPE: GRASS-POISON

ABILITY: CHLOROPHYLL

2'7" / 19 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#43	#44	#45
06 TOXIC	PSN	●	●	●
09 BULLET SEED	GRS	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
19 GIGA DRAIN	GRS	●	●	●
21 FRUSTRATION	NRM	●	●	●
22 SOLARBEAM	GRS	●	●	●
27 RETURN	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
36 SLUDGE BOMB	PSN	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM01 CUT	NRM	●	●	●
HM05 FLASH	NRM	●	●	●
EG SWORDS DANCE	NRM	●	–	–
EG RAZOR LEAF	GRS	●	–	–
EG FLAIL	NRM	●	–	–
EG SYNTHESIS	GRS	●	–	–
EG CHARM	NRM	●	–	–
EG INGRAIN	GRS	●	–	–
LM SWORDS DANCE	NRM	●	●	●
LM BODY SLAM	NRM	–	–	●
LM DOUBLE-EDGE	NRM	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●

EVOLVES WITH LEAF STONE

#45 VILEPLUME

TYPE: GRASS-POISON

ABILITY: CHLOROPHYLL

3'11" / 41 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

DIVERGENT EVOLUTION!

Though Gloom can evolve into Vileplume with the Leaf Stone, it can also use the Sun Stone to evolve into Bellossom (see page 143), which can learn level-up moves—Magical Leaf and Solarbeam—that Gloom and Vileplume can't.

#46 PARAS

TYPE: BUG-GRASS

ABILITY: EFFECT SPORE

1'0" / 12 lbs. | EGG: BUG / GRASS

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#46	#47
SCRATCH	NRM	1	1
STUN SPORE	GRS	–	1
POISONPOWDER	PSN	–	1
STUN SPORE	GRS	7	7
POISONPOWDER	PSN	13	13
LEECH LIFE	BUG	19	19
SPORE	GRS	25	27
SLASH	NRM	31	35
GROWTH	NRM	37	43
GIGA DRAIN	GRS	43	51
AROMATHERAPY	GRS	49	59

EVOLVES AT LEVEL 24

#47 PARASECT

TYPE: BUG-GRASS

ABILITY: EFFECT SPORE

3'3" / 65 lbs. | EGG: BUG / GRASS

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#46	#47
06 TOXIC	PSN	●	●
09 BULLET SEED	GRS	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM05 FLASH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG FALSE SWIPE	NRM	●	–
EG SCREECH	NRM	●	–
EG COUNTER	FTG	●	–
EG PSYBEAM	PSY	●	–
EG FLAIL	NRM	●	–
EG SWEET SCENT	NRM	●	–
EG LIGHT SCREEN	PSY	●	–
EG PURSUIT	DRK	●	–
LM SWORDS DANCE	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#48 VENONAT

TYPE: BUG-POISON

ABILITY: COMPOUNDEYES

3'3" / 33 lbs. | EGG: BUG

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#48	#49
TACKLE	NRM	1	1
DISABLE	NRM	1	1
FORESIGHT	NRM	1	1
SILVER WIND	BUG	–	1
SUPERSONIC	NRM	–	1
SUPERSONIC	NRM	9	9
CONFUSION	PSY	17	17
POISONPOWDER	PSN	20	20
LEECH LIFE	BUG	25	25
STUN SPORE	GRS	28	28
GUST	FLY	–	31
PSYBEAM	PSY	33	36
SLEEP POWDER	GRS	36	42
PSYCHIC	PSY	41	52

EVOLVES AT LEVEL 31

#49 VENOMOTH

TYPE: BUG-POISON

ABILITY: SHIELD DUST

4'11" / 28 lbs. | EGG: BUG

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD

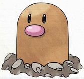
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#48	#49
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
40 AERIAL ACE	FLY	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
48 SKILL SWAP	PSY	●	●
HM05 FLASH	NRM	●	●
EG BATON PASS	NRM	●	–
EG SCREECH	NRM	●	–
EG GIGA DRAIN	GRS	●	–
EG SIGNAL BEAM	BUG	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#50 DIGLETT

TYPE: GROUND
ABILITY: SAND VEIL / ARENA TRAP
0'8" / 2 lbs. | EGG: FIELD
AVAILABILITY: ● ●

HP ■□□□ ATTACK ■■□□ SA ■□□□
SPEED ■■■□ DEFENSE ■□□□ SD ■□□□



LEVEL-UP MOVES

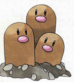
ATTACK	TYPE	#50	#51
SAND-ATTACK	GRD	1	1
SCRATCH	NRM	1	1
TRI ATTACK	NRM	–	1
GROWL	NRM	–	1
GROWL	NRM	5	5
MAGNITUDE	GRD	9	9
DIG	GRD	17	17
FURY SWIPES	NRM	21	21
MUD-SLAP	GRD	25	25
SAND TOMB	GRD	–	26
SLASH	NRM	33	38
EARTHQUAKE	GRD	41	51
FISSURE	GRD	49	64

EVOLVES AT LEVEL 26

#51 DUGTRIO

TYPE: GROUND
ABILITY: SAND VEIL / ARENA TRAP
2'4" / 73 lbs. | EGG: FIELD
AVAILABILITY: ● ●

HP ■□□□ ATTACK ■■□□ SA ■□□□
SPEED ■■■■ DEFENSE ■□□□ SD ■■□□



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#50	#51
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
39 ROCK TOMB	RCK	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG FAINT ATTACK	DRK	●	–
EG SCREECH	NRM	●	–
EG ANCIENTPOWER	RCK	●	–
EG PURSUIT	DRK	●	–
EG BEAT UP	DRK	●	–
EG UPROAR	NRM	●	–
EG ROCK SLIDE	RCK	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#52 MEOWTH

TYPE: NORMAL
ABILITY: PICKUP
1'4" / 9 lbs. | EGG: FIELD
AVAILABILITY: ● ●

HP ■□□□ ATTACK ■□□□ SA ■□□□
SPEED ■■■□ DEFENSE ■□□□ SD ■□□□

LEVEL-UP MOVES

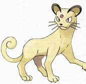
ATTACK	TYPE	#52	#53
SCRATCH	NRM	1	1
GROWL	NRM	1	1
BITE	DRK	–	1
BITE	DRK	10	10
PAY DAY	NRM	18	18
FAINT ATTACK	DRK	25	25
SCREECH	NRM	31	34
FURY SWIPES	NRM	36	42
SLASH	NRM	40	49
FAKE OUT	NRM	43	55
SWAGGER	NRM	45	61

EVOLVES AT LEVEL 28

#53 PERSIAN

TYPE: NORMAL
ABILITY: LIMBER
3'3" / 71 lbs. | EGG: FIELD
AVAILABILITY: ● ●

HP ■■□□ ATTACK ■■□□ SA ■■□□
SPEED ■■■■ DEFENSE ■■□□ SD ■■□□



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#52	#53
03 WATER PULSE	WTR	●	●
05 ROAR	NRM	–	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
40 AERIAL ACE	FLY	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
49 SNATCH	DRK	●	●
HM01 CUT	NRM	●	●
HM05 FLASH	NRM	●	●
EG SPITE	GHO	●	–
EG CHARM	NRM	●	–
EG HYPNOSIS	PSY	●	–
EG AMNESIA	PSY	●	–
EG PSYCH UP	NRM	●	–
EG ASSIST	NRM	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM SUBSTITUTE	NRM	●	●

#54 PSYDUCK

TYPE: WATER

ABILITY: DAMP / CLOUD NINE

2'7" / 43 lbs. | EGG: WATER 1 / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 33

#55 GOLDUCK

TYPE: WATER

ABILITY: DAMP / CLOUD NINE

5'7" / 169 lbs. | EGG: WATER 1 / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#54	#55
WATER SPORT	WTR	1	1
SCRATCH	NRM	1	1
TAIL WHIP	NRM	–	1
DISABLE	NRM	–	1
TAIL WHIP	NRM	5	5
DISABLE	NRM	10	10
CONFUSION	PSY	16	16
SCREECH	NRM	23	23
PSYCH UP	NRM	31	31
FURY SWIPES	NRM	40	44
HYDRO PUMP	WTR	50	58

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#54	#55
01 FOCUS PUNCH	FTG	●	●
03 WATER PULSE	WTR	●	●
04 CALM MIND	PSY	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM04 STRENGTH	NRM	●	●
HM05 FLASH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG HYPNOSIS	PSY	●	–
EG PSYBEAM	PSY	●	–
EG FORESIGHT	NRM	●	–
EG LIGHT SCREEN	PSY	●	–
EG FUTURE SIGHT	PSY	●	–
EG PSYCHIC	PSY	●	–
EG CROSS CHOP	FTG	●	–
EG REFRESH	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#56 MANKEY

TYPE: FIGHTING

ABILITY: VITAL SPIRIT

1'8" / 62 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 28

#57 PRIMEAPE

TYPE: FIGHTING

ABILITY: VITAL SPIRIT

3'3" / 71 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#56	#57
SCRATCH	NRM	1	1
LEER	NRM	1	1
LOW KICK	FTG	–	1
RAGE	NRM	–	1
LOW KICK	FTG	6	6
KARATE CHOP	FTG	11	11
FURY SWIPES	NRM	16	16
FOCUS ENERGY	NRM	21	21
SEISMIC TOSS	FTG	26	26
RAGE	NRM	–	28
CROSS CHOP	FTG	31	35
SWAGGER	NRM	36	44
SCREECH	NRM	41	53
THRASH	NRM	46	62

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#56	#57
01 FOCUS PUNCH	FTG	●	●
06 TOXIC	PSN	●	●
08 BULK UP	FTG	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
39 ROCK TOMB	RCK	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
50 OVERHEAT	FIRE	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG ROCK SLIDE	RCK	●	–
EG FORESIGHT	NRM	●	–
EG MEDITATE	PSY	●	–
EG COUNTER	FTG	●	–
EG REVERSAL	FTG	●	–
EG BEAT UP	DRK	●	–
EG REVENGE	FTG	●	–
EG SMELLINGSALT	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM METRONOME	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#58 GROWLITHE

TYPE: FIRE
ABILITY: INTIMIDATE / FLASH FIRE
2'4" / 42 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#58	#59
BITE	DRK	1	1
ROAR	NRM	1	1
EMBER	FIRE	–	1
ODOR SLEUTH	NRM	–	1
EMBER	FIRE	7	–
LEER	NRM	13	–
ODOR SLEUTH	NRM	19	–
TAKE DOWN	NRM	25	–
FLAME WHEEL	FIRE	31	–
HELPING HAND	NRM	37	–
AGILITY	PSY	43	–
FLAMETHROWER	FIRE	49	–
EXTREMESPEED	NRM	–	49

EVOLVES WITH FIRE STONE

#59 ARCANINE

TYPE: FIRE
ABILITY: INTIMIDATE / FLASH FIRE
6'3" / 342 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#58	#59
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
50 OVERHEAT	FIRE	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG BODY SLAM	NRM	●	–
EG SAFEGUARD	NRM	●	–
EG CRUNCH	DRK	●	–
EG THRASH	NRM	●	–
EG FIRE SPIN	FIRE	●	–
EG HOWL	NRM	●	–
EG HEAT WAVE	FIRE	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#60 POLIWAG

TYPE: WATER
ABILITY: WATER ABSORB / DAMP
2'0" / 27 lbs. | EGG: WATER 1
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 25

#61 POLIWHIRL

TYPE: WATER
ABILITY: WATER ABSORB / DAMP
3'3" / 44 lbs. | EGG: WATER 1
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH WATER STONE

#62 POLIWRATH

TYPE: WATER-FIGHTING
ABILITY: WATER ABSORB / DAMP
4'3" / 119 lbs. | EGG: WATER 1
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

DIVERGENT EVOLUTION!

Though Poliwhirl can evolve into Poliwrath with the Water Stone, it can also evolve into Politoed (see page 144) via a trade while it's holding a King's Rock. Politoed will learn level-up moves—Perish Song and Swagger—that Poliwhirl and Poliwrath can't.

LEVEL-UP MOVES

ATTACK	TYPE	#60	#61	#62
BUBBLE	WTR	1	1	–
HYPNOSIS	PSY	–	1	1
WATER GUN	WTR	–	1	1
DOUBLESLAP	NRM	–	–	1
SUBMISSION	FTG	–	–	1
HYPNOSIS	PSY	7	7	–
WATER GUN	WTR	13	13	–
DOUBLESLAP	NRM	19	19	–
RAIN DANCE	WTR	25	27	–
BODY SLAM	NRM	31	35	–
SUBMISSION	FTG	–	–	35
BELLY DRUM	NRM	37	43	–
HYDRO PUMP	WTR	43	51	–
MIND READER	NRM	–	–	51

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#60	#61	#62
01 FOCUS PUNCH	FTG	–	●	●
03 WATER PULSE	WTR	●	●	●
06 TOXIC	PSN	●	●	●
07 HAIL	ICE	●	●	●
08 BULK UP	FTG	–	–	●
10 HIDDEN POWER	NRM	●	●	●
13 ICE BEAM	ICE	●	●	●
14 BLIZZARD	ICE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
26 EARTHQUAKE	GRD	–	●	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
29 PSYCHIC	PSY	●	●	●
31 BRICK BREAK	FTG	–	●	●
32 DOUBLE TEAM	NRM	●	●	●
39 ROCK TOMB	RCK	–	–	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
HM03 SURF	WTR	●	●	●
HM04 STRENGTH	NRM	–	●	●
HM06 ROCK SMASH	FTG	–	●	●
HM07 WATERFALL	WTR	●	●	●
HM08 DIVE	WTR	●	●	●
EG MIST	ICE	●	–	–
EG BOUNCE	FLY	●	–	–
EG BUBBLEBEAM	WTR	●	–	–
EG HAZE	ICE	●	–	–
EG MIND READER	NRM	●	–	–
EG WATER SPORT	WTR	●	–	–
EG ICE BALL	ICE	●	–	–
LM MEGA PUNCH	NRM	–	●	●
LM MEGA KICK	NRM	–	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	–	●	●
LM SEISMIC TOSS	FTG	–	●	●
LM MIMIC	NRM	●	●	●
LM METRONOME	NRM	–	●	●
LM SUBSTITUTE	NRM	●	●	●

#63 ABRA

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / INNER FOCUS
2'11" / 43 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#63	#64	#65
TELEPORT	PSY	1	1	1
KINESIS	PSY	–	1	1
CONFUSION	PSY	–	1	1
CONFUSION	PSY	–	16	16
DISABLE	NRM	–	18	18
PSYBEAM	PSY	–	21	21
REFLECT	PSY	–	23	23
RECOVER	NRM	–	25	25
FUTURE SIGHT	PSY	–	30	30
ROLE PLAY	PSY	–	33	–
CALM MIND	PSY	–	–	33
PSYCHIC	PSY	–	36	36
TRICK	PSY	–	43	43

EVOLVES AT LEVEL 16

#64 KADABRA

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / INNER FOCUS
4'3" / 125 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TRADE EVOLUTION

#65 ALAKAZAM

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / INNER FOCUS
4'11" / 106 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#63	#64	#65
01 FOCUS PUNCH	FTG	●	●	●
04 CALM MIND	PSY	●	●	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
12 TAUNT	DRK	●	●	●
15 HYPER BEAM	NRM	–	–	●
16 LIGHT SCREEN	PSY	●	●	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
20 SAFEGUARD	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
27 RETURN	NRM	●	●	●
29 PSYCHIC	PSY	●	●	●
30 SHADOW BALL	GHO	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
33 REFLECT	PSY	●	●	●
34 SHOCK WAVE	ELC	●	●	●
41 TORMENT	DRK	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
48 SKILL SWAP	PSY	●	●	●
49 SNATCH	DRK	●	●	●
HM05 FLASH	NRM	●	●	●
EG ENCORE	NRM	●	–	–
EG BARRIER	PSY	●	–	–
EG KNOCK OFF	DRK	●	–	–
EG FIRE PUNCH	FIRE	●	–	–
EG THUNDERPUNCH	ELC	●	–	–
EG ICE PUNCH	ICE	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM MEGA KICK	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM METRONOME	NRM	●	●	●
LM DREAM EATER	PSY	●	●	●
LM THUNDER WAVE	ELC	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#66 MACHOP

TYPE: FIGHTING
ABILITY: GUTS
2'7" / 43 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#66	#67	#68
LOW KICK	FTG	1	1	1
LEER	NRM	1	1	1
FOCUS ENERGY	NRM	–	1	1
FOCUS ENERGY	NRM	7	7	7
KARATE CHOP	FTG	13	13	13
SEISMIC TOSS	FTG	19	19	19
FORESIGHT	NRM	22	22	22
REVENGE	FTG	25	25	25
VITAL THROW	FTG	31	33	33
SUBMISSION	FTG	37	41	41
CROSS CHOP	FTG	40	46	46
SCARY FACE	NRM	43	51	51
DYNAMICPUNCH	FTG	49	59	59

EVOLVES AT LEVEL 28

#67 MACHOKE

TYPE: FIGHTING
ABILITY: GUTS
4'11" / 155 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TRADE EVOLUTION

#68 MACHAMP

TYPE: FIGHTING
ABILITY: GUTS
5'3" / 287 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

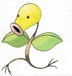
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#66	#67	#68
01 FOCUS PUNCH	FTG	●	●	●
06 TOXIC	PSN	●	●	●
08 BULK UP	FTG	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
26 EARTHQUAKE	GRD	●	●	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
35 FLAMETHROWER	FIRE	●	●	●
38 FIRE BLAST	FIRE	●	●	●
39 ROCK TOMB	RCK	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG LIGHT SCREEN	PSY	●	–	–
EG MEDITATE	PSY	●	–	–
EG ROLLING KICK	FTG	●	–	–
EG ENCORE	NRM	●	–	–
EG SMELLINGSALT	NRM	●	–	–
EG COUNTER	FTG	●	–	–
EG ROCK SLIDE	RCK	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM MEGA KICK	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM METRONOME	NRM	●	●	●
LM ROCK SLIDE	RCK	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#69 BELLSPROUT

TYPE: GRASS-POISON
ABILITY: CHLOROPHYLL
2'4" / 9 lbs. | EGG: GRASS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES				
ATTACK	TYPE	#69	#70	#71
VINE WHIP	GRS	1	1	1
GROWTH	NRM	–	1	–
WRAP	NRM	–	1	–
STOCKPILE	NRM	–	–	1
SPIT UP	NRM	–	–	1
SWALLOW	NRM	–	–	1
SLEEP POWDER	GRS	–	–	1
SWEET SCENT	NRM	–	–	1
RAZOR LEAF	GRS	–	–	1
GROWTH	NRM	6	6	–
WRAP	NRM	11	11	–
SLEEP POWDER	GRS	15	15	–
POISONPOWDER	PSN	17	17	–
STUN SPORE	GRS	19	19	–
ACID	PSN	23	24	–
SWEET SCENT	NRM	30	33	–
RAZOR LEAF	GRS	37	42	–
SLAM	NRM	45	54	–

EVOLVES AT LEVEL 21

#70 WEEPINBELL

TYPE: GRASS-POISON
ABILITY: CHLOROPHYLL
3'3" / 14 lbs. | EGG: GRASS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH LEAF STONE

#71 VICTREEBEL

TYPE: GRASS-POISON
ABILITY: CHLOROPHYLL
5'7" / 34 lbs. | EGG: GRASS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES				
ATTACK	TYPE	#69	#70	#71
06 TOXIC	PSN	●	●	●
09 BULLET SEED	GRS	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
19 GIGA DRAIN	GRS	●	●	●
21 FRUSTRATION	NRM	●	●	●
22 SOLARBEAM	GRS	●	●	●
27 RETURN	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
36 SLUDGE BOMB	PSN	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
HM01 CUT	NRM	●	●	●
HM05 FLASH	NRM	●	●	●
EG SWORDS DANCE	NRM	●	–	–
EG ENCORE	NRM	●	–	–
EG REFLECT	PSY	●	–	–
EG SYNTHESIS	GRS	●	–	–
EG LEECH LIFE	BUG	●	–	–
EG INGRAIN	GRS	●	–	–
EG MAGICAL LEAF	GRS	●	–	–
LM SWORDS DANCE	NRM	●	●	●
LM BODY SLAM	NRM	–	–	●
LM DOUBLE-EDGE	NRM	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#72 TENTACOOL

TYPE: WATER-POISON
ABILITY: CLEAR BODY / LIQUID OOZE
2'11" / 100 lbs. | EGG: WATER 3
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

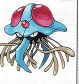
LEVEL-UP MOVES			
ATTACK	TYPE	#72	#73
POISON STING	PSN	1	1
SUPERSONIC	NRM	–	1
CONSTRICT	NRM	–	1
SUPERSONIC	NRM	6	6
CONSTRICT	NRM	12	12
ACID	PSN	19	19
BUBBLEBEAM	WTR	25	25
WRAP	NRM	30	30
BARRIER	PSY	36	38
SCREECH	NRM	43	47
HYDRO PUMP	WTR	49	55

EVOLVES AT LEVEL 30

#73 TENTACRUEL

TYPE: WATER-POISON
ABILITY: CLEAR BODY / LIQUID OOZE
5'3" / 121 lbs. | EGG: WATER 3
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#72	#73
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM03 SURF	WTR	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG AURORA BEAM	ICE	●	–
EG MIRROR COAT	PSY	●	–
EG RAPID SPIN	NRM	●	–
EG HAZE	ICE	●	–
EG SAFEGUARD	NRM	●	–
EG CONFUSE RAY	GHO	●	–
LM SWORDS DANCE	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#74 GEODUDE

TYPE: ROCK-GROUND

ABILITY: ROCK HEAD / STURDY

1'4" / 44 lbs. | EGG: MINERAL

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 25

#75 GRAVELER

TYPE: ROCK-GROUND

ABILITY: ROCK HEAD / STURDY

3'3" / 232 lbs. | EGG: MINERAL

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

TRADE EVOLUTION

#76 GOLEM

TYPE: ROCK-GROUND

ABILITY: ROCK HEAD / STURDY

4'7" / 622 lbs. | EGG: MINERAL

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#74	#75	#76
TACKLE	NRM	1	1	1
DEFENSE CURL	NRM	1	1	1
MUD SPORT	GRD	–	1	1
ROCK THROW	RCK	–	1	1
MUD SPORT	GRD	6	6	6
ROCK THROW	RCK	11	11	11
MAGNITUDE	GRD	16	16	16
SELFDESTRUCT	NRM	21	21	21
ROLLOUT	NRM	26	29	29
ROCK BLAST	RCK	31	37	37
EARTHQUAKE	GRD	36	45	45
EXPLOSION	NRM	41	53	53
DOUBLE-EDGE	NRM	46	62	62

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#74	#75	#76
01 FOCUS PUNCH	FTG	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
26 EARTHQUAKE	GRD	●	●	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
35 FLAMETHROWER	FIRE	●	●	●
37 SANDSTORM	RCK	●	●	●
38 FIRE BLAST	FIRE	●	●	●
39 ROCK TOMB	RCK	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM04 STRENGTH	NRM	●	●	●
HM06 ROCK SMASH	FTG	●	●	●
EG MEGA PUNCH	NRM	●	–	–
EG ROCK SLIDE	RCK	●	–	–
EG BLOCK	NRM	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM MEGA KICK	NRM	–	–	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM METRONOME	NRM	●	●	●
LM EXPLOSION	NRM	●	●	●
LM ROCK SLIDE	RCK	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#77 PONYTA

TYPE: FIRE

ABILITY: RUN AWAY / FLASH FIRE

3'3" / 66 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 40

#78 RAPIDASH

TYPE: FIRE

ABILITY: RUN AWAY / FLASH FIRE

5'7" / 209 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#77	#78
QUICK ATTACK	NRM	1	1
GROWL	NRM	–	1
TAIL WHIP	NRM	–	1
EMBER	FIRE	–	1
GROWL	NRM	5	5
TAIL WHIP	NRM	9	9
EMBER	FIRE	14	14
STOMP	NRM	19	19
FIRE SPIN	FIRE	25	25
TAKE DOWN	NRM	31	31
AGILITY	PSY	38	38
FURY ATTACK	NRM	–	40
BOUNCE	NRM	45	50
FIRE BLAST	FIRE	53	63

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#77	#78
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
23 IRON TAIL	STL	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
50 OVERHEAT	FIRE	●	●
HM04 STRENGTH	NRM	●	●
EG FLAME WHEEL	FIRE	●	–
EG THRASH	NRM	●	–
EG DOUBLE KICK	FTG	●	–
EG HYPNOSIS	PSY	●	–
EG CHARM	NRM	●	–
EG DOUBLE-EDGE	NRM	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#79 SLOWPOKE

TYPE: WATER-PSYCHIC

ABILITY: OBLIVIOUS / OWN TEMPO

3'11" / 79 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES			
ATTACK	TYPE	#79	#80
CURSE	???	1	1
YAWN	NRM	1	1
TACKLE	NRM	1	1
GROWL	NRM	–	1
GROWL	NRM	6	6
WATER GUN	WTR	13	13
CONFUSION	PSY	17	17
DISABLE	NRM	24	24
HEADBUTT	NRM	29	29
AMNESIA	PSY	36	36
WITHDRAW	WTR	–	37
PSYCHIC	PSY	40	44
PSYCH UP	NRM	47	55

EVOLVES AT LEVEL 37

#80 SLOWBRO

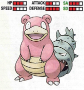
TYPE: WATER-PSYCHIC

ABILITY: OBLIVIOUS / OWN TEMPO

5'3" / 173 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#79	#80
01 FOCUS PUNCH	FTG	–	●
03 WATER PULSE	WTR	●	●
04 CALM MIND	PSY	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	–	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
48 SKILL SWAP	PSY	●	●
HM03 SURF	WTR	●	●
HM04 STRENGTH	NRM	●	●
HM05 FLASH	NRM	●	●
HM06 ROCK SMASH	FTG	–	●
HM08 DIVE	WTR	●	●
EG SAFEGUARD	NRM	●	–
EG BELLY DRUM	NRM	●	–
EG FUTURE SIGHT	PSY	●	–
EG STOMP	NRM	●	–
EG MUD SPORT	GRD	●	–
EG SLEEP TALK	NRM	●	–
EG SNORE	NRM	●	–
LM MEGA PUNCH	NRM	–	●
LM MEGA KICK	NRM	–	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	–	●
LM SEISMIC TOSS	FTG	–	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

DIVERGENT EVOLUTION!

Though Slowpoke can evolve into Slowbro via standard level-up evolution, it can also evolve into Slowking (see page 149) via a trade while it's holding a King's Rock. Slowking will learn one level-up move, Swagger, that the others can't, plus it has unbelievably high Special Defense.

#81 MAGNEMITE

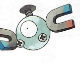
TYPE: ELECTRIC-STEEL

ABILITY: MAGNET PULL / STURDY

1'0" / 13 lbs. | EGG: NEUTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES			
ATTACK	TYPE	#81	#82
METAL SOUND	STL	1	1
TACKLE	NRM	1	1
THUNDERSHOCK	ELC	–	1
SUPERSONIC	NRM	–	1
THUNDERSHOCK	ELC	6	6
SUPERSONIC	NRM	11	11
SONICBOOM	NRM	16	16
THUNDER WAVE	ELC	21	21
SPARK	ELC	26	26
LOCK-ON	NRM	32	35
SWIFT	NRM	38	–
TRI ATTACK	NRM	–	44
SCREECH	NRM	44	53
ZAP CANNON	ELC	50	62

EVOLVES AT LEVEL 30

#82 MAGNETON

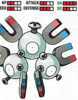
TYPE: ELECTRIC-STEEL

ABILITY: MAGNET PULL / STURDY

3'3" / 132 lbs. | EGG: NEUTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#81	#82
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
34 SHOCK WAVE	ELC	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
HM05 FLASH	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#83 FARFETCH'D

TYPE: NORMAL-FLYING

ABILITY: KEEN EYE / INNER FOCUS

2'7" / 33 lbs. | EGG: FLYING / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#83
PECK	FLY	1
SAND-ATTACK	GRD	6
LEER	NRM	11
FURY ATTACK	NRM	16
KNOCK OFF	DRK	21
FURY CUTTER	BUG	26
SWORDS DANCE	NRM	31
AGILITY	PSY	36
SLASH	NRM	41
FALSE SWIPE	NRM	46

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#83
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM01 CUT	NRM	●
HM02 FLY	FLY	●
EG STEEL WING	STL	●
EG FORESIGHT	NRM	●
EG MIRROR MOVE	FLY	●
EG WHIRLWIND	NRM	●
EG QUICK ATTACK	NRM	●
EG FLAIL	NRM	●
EG FEATHERDANCE	FLY	●
EG CURSE	???	●
LM SWORDS DANCE	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#84 DODUO

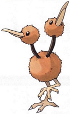
TYPE: NORMAL-FLYING

ABILITY: RUN AWAY / EARLY BIRD

4'7" / 86 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



EVOLVES AT LEVEL 31

#85 DODRIO

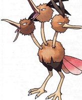
TYPE: NORMAL-FLYING

ABILITY: RUN AWAY / EARLY BIRD

5'11" / 188 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#84	#85
PECK	FLY	1	1
GROWL	NRM	1	1
PURSUIT	DRK	–	1
FURY ATTACK	NRM	–	1
PURSUIT	DRK	9	9
FURY ATTACK	NRM	13	13
TRI ATTACK	NRM	21	21
RAGE	NRM	25	25
UPROAR	NRM	33	38
DRILL PECK	FLY	37	47
AGILITY	PSY	45	60

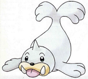
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#84	#85
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	–	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
40 AERIAL ACE	FLY	●	●
41 TORMENT	DRK	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
47 STEEL WING	STL	●	●
HM02 FLY	FLY	●	●
EG QUICK ATTACK	NRM	●	–
EG SUPERSONIC	NRM	●	–
EG HAZE	ICE	●	–
EG FAINT ATTACK	DRK	●	–
EG FLAIL	NRM	●	–
EG ENDEAVOR	NRM	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#86 SEEL

TYPE: WATER
ABILITY: THICK FAT
3'7" / 198 lbs. | EGG: WATER 1 / FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



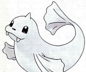
LEVEL-UP MOVES			
ATTACK	TYPE	#86	#87
HEADBUTT	NRM	1	1
SIGNAL BEAM	BUG	–	1
GROWL	NRM	–	1
ICY WIND	ICE	–	1
AURORA BEAM	ICE	–	1
GROWL	NRM	9	9
ICY WIND	ICE	17	17
AURORA BEAM	ICE	21	21
REST	PSY	29	29
SHEER COLD	ICE	–	34
TAKE DOWN	NRM	37	42
ICE BEAM	ICE	41	51
SAFEGUARD	NRM	49	64

EVOLVES AT LEVEL 34

#87 DEWGONG

TYPE: WATER-ICE
ABILITY: THICK FAT
5'7" / 265 lbs. | EGG: WATER 1 / FIELD
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#86	#87
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM03 SURF	WTR	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG LICK	GHO	●	–
EG PERISH SONG	NRM	●	–
EG DISABLE	NRM	●	–
EG HORN DRILL	NRM	●	–
EG SLAM	NRM	●	–
EG ENCORE	NRM	●	–
EG FAKE OUT	NRM	●	–
EG ICICLE SPEAR	ICE	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#88 GRIMER

TYPE: POISON
ABILITY: STENCH / STICKY HOLD
2'11" / 66 lbs. | EGG: AMORPHOUS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES			
ATTACK	TYPE	#88	#89
POISON GAS	PSN	1	1
POUND	NRM	1	1
HARDEN	NRM	–	1
HARDEN	NRM	4	4
DISABLE	NRM	8	8
SLUDGE	PSN	13	13
MINIMIZE	NRM	19	19
SCREECH	NRM	26	26
ACID ARMOR	PSN	34	34
SLUDGE BOMB	PSN	43	47
MEMENTO	NRM	53	61

EVOLVES AT LEVEL 38

#89 MUK

TYPE: POISON
ABILITY: STENCH / STICKY HOLD
3'11" / 66 lbs. | EGG: AMORPHOUS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#88	#89
01 FOCUS PUNCH	FTG	–	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	–	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
36 SLUDGE BOMB	PSN	●	●
38 FIRE BLAST	FIRE	●	●
39 ROCK TOMB	RCK	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM04 STRENGTH	NRM	–	●
HM06 ROCK SMASH	FTG	–	●
EG HAZE	ICE	●	–
EG MEAN LOOK	NRM	●	–
EG LICK	GHO	●	–
EG IMPRISON	PSY	●	–
EG CURSE	???	●	–
EG SHADOW PUNCH	GHO	●	–
EG EXPLOSION	NRM	●	–
LM BODY SLAM	NRM	●	●
LM MIMIC	NRM	●	●
LM EXPLOSION	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#90 SHELLDER

TYPE: WATER
ABILITY: SHELL ARMOR
1'0" / 9 lbs. | EGG: WATER 3
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#90	#91
TACKLE	NRM	1	–
WITHDRAW	WTR	1	1
SUPERSONIC	NRM	–	1
AURORA BEAM	ICE	–	1
PROTECT	NRM	–	1
ICICLE SPEAR	ICE	8	–
SUPERSONIC	NRM	15	–
AURORA BEAM	ICE	22	–
PROTECT	NRM	29	–
LEER	NRM	36	–
SPIKES	GRD	–	36
CLAMP	NRM	43	–
SPIKE CANNON	NRM	–	43
ICE BEAM	ICE	50	–

EVOLVES WITH WATER STONE

#91 CLOYSTER

TYPE: WATER-ICE
ABILITY: SHELL ARMOR
4'11" / 292 lbs. | EGG: WATER 3
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#90	#91
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
41 TORMENT	DRK	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM08 DIVE	WTR	●	●
EG BUBBLEBEAM	WTR	●	–
EG BARRIER	PSY	●	–
EG RAPID SPIN	NRM	●	–
EG SCREECH	NRM	●	–
EG ICICLE SPEAR	ICE	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM EXPLOSION	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#92 GASTLY

TYPE: GHOST-POISON
ABILITY: LEVITATE
4'3" / 0.2 lbs. | EGG: AMORPHOUS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#92	#93	#94
HYPNOSIS	PSY	1	1	1
LICK	GHO	1	1	1
SPITE	GHO	–	1	1
SPITE	GHO	8	8	8
CURSE	???	13	13	13
NIGHT SHADE	GHO	16	16	16
CONFUSE RAY	GHO	21	21	21
SHADOW PUNCH	GHO	–	25	25
DREAM EATER	PSY	28	31	31
DESTINY BOND	GHO	33	39	39
SHADOW BALL	GHO	36	45	45
NIGHTMARE	GHO	41	53	53
MEAN LOOK	NRM	48	64	64

EVOLVES AT LEVEL 25

#93 HAUNTER

TYPE: GHOST-POISON
ABILITY: LEVITATE
5'3" / 0.2 lbs. | EGG: AMORPHOUS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TRADE EVOLUTION

#94 GENGAR

TYPE: GHOST-POISON
ABILITY: LEVITATE
4'11" / 89 lbs. | EGG: AMORPHOUS
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#92	#93	#94
01 FOCUS PUNCH	FTG	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
12 TAUNT	DRK	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
19 GIGA DRAIN	GRS	●	●	●
21 FRUSTRATION	NRM	●	●	●
24 THUNDERBOLT	ELC	●	●	●
25 THUNDER	ELC	–	–	●
27 RETURN	NRM	●	●	●
29 PSYCHIC	PSY	●	●	●
30 SHADOW BALL	GHO	●	●	●
31 BRICK BREAK	FTG	–	–	●
32 DOUBLE TEAM	NRM	●	●	●
36 SLUDGE BOMB	PSN	●	●	●
41 TORMENT	DRK	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
46 THIEF	DRK	●	●	●
48 SKILL SWAP	PSY	●	●	●
49 SNATCH	DRK	●	●	●
HM04 STRENGTH	NRM	–	–	●
HM06 ROCK SMASH	FTG	–	–	●
EG PSYWAVE	PSY	●	–	–
EG PERISH SONG	NRM	●	–	–
EG HAZE	ICE	●	–	–
EG ASTONISH	GHO	●	–	–
EG WILL-O-WISP	FIRE	●	–	–
EG GRUDGE	GHO	●	–	–
EG EXPLOSION	NRM	●	–	–
LM MEGA PUNCH	NRM	–	–	●
LM MEGA KICK	NRM	–	–	●
LM BODY SLAM	NRM	–	–	●
LM DOUBLE-EDGE	NRM	–	–	●
LM COUNTER	FTG	–	–	●
LM SEISMIC TOSS	FTG	–	–	●
LM MIMIC	NRM	●	●	●
LM METRONOME	NRM	–	–	●
LM DREAM EATER	PSY	●	●	●
LM EXPLOSION	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#95 ONIX

TYPE: ROCK-GROUND

ABILITY: ROCK HEAD / STURDY

28'10" / 463 lbs. | EGG: MINERAL

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#95
TACKLE	NRM	1
SCREECH	NRM	1
BIND	NRM	8
ROCK THROW	RCK	12
HARDEN	NRM	19
RAGE	NRM	23
DRAGONBREATH	DRG	30
SANDSTORM	RCK	34
SLAM	NRM	41
IRON TAIL	STL	45
SAND TOMB	GRD	52
DOUBLE-EDGE	NRM	56

HELD-ITEM/TRADE EVOLUTION

Onix will evolve into Steelix (see page 153), which is a Steel-and-Ground-type with great Attack stats, if it's traded while holding a Metal Coat. Steelix will also learn one level-up move, Crunch, that Onix can't.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#95
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG ROCK SLIDE	RCK	●
EG FLAIL	NRM	●
EG EXPLOSION	NRM	●
EG BLOCK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM EXPLOSION	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#96 DROWZEE

TYPE: PSYCHIC

ABILITY: INSOMNIA

3'3" / 71 lbs. | EGG: HUMAN-LIKE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 26

#97 HYPNO

TYPE: PSYCHIC

ABILITY: INSOMNIA

5'3" / 167 lbs. | EGG: HUMAN-LIKE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#96	#97
POUND	NRM	1	1
HYPNOSIS	PSY	1	1
NIGHTMARE	GHO	–	1
DISABLE	NRM	–	1
CONFUSION	PSY	–	1
DISABLE	NRM	7	7
CONFUSION	PSY	11	11
HEADBUTT	NRM	17	17
POISON GAS	PSN	21	21
MEDITATE	PSY	27	29
PSYCHIC	PSY	31	35
PSYCH UP	NRM	37	43
SWAGGER	NRM	41	49
FUTURE SIGHT	PSY	47	57

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#96	#97
01 FOCUS PUNCH	FTG	●	●
04 CALM MIND	PSY	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
48 SKILL SWAP	PSY	●	●
49 SNATCH	DRK	●	●
HM05 FLASH	NRM	●	●
EG BARRIER	PSY	●	–
EG ASSIST	NRM	●	–
EG ROLE PLAY	PSY	●	–
EG FIRE PUNCH	FIRE	●	–
EG THUNDERPUNCH	ELC	●	–
EG ICE PUNCH	ICE	●	–
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM METRONOME	NRM	●	●
LM DREAM EATER	PSY	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#98 KRABBY

TYPE: WATER

ABILITY: HYPER CUTTER / SHELL ARMOR

1'4" / 14 lbs. | EGG: WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#98	#99
BUBBLE	WTR	1	1
METAL CLAW	STL	–	1
LEER	NRM	–	1
VICEGRIP	NRM	–	1
HARDEN	NRM	–	1
LEER	NRM	5	5
VICEGRIP	NRM	12	12
HARDEN	NRM	16	16
MUD SHOT	GRD	23	23
STOMP	NRM	27	27
GUILLOTINE	NRM	34	38
PROTECT	NRM	38	42
CRABHAMMER	WTR	45	57
FLAIL	NRM	49	65

EVOLVES AT LEVEL 28

#99 KINGLER

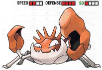
TYPE: WATER

ABILITY: HYPER CUTTER / SHELL ARMOR

4'3" / 132 lbs. | EGG: WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#98	#99
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
39 ROCK TOMB	RCK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM03 SURF	WTR	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
HM08 DIVE	WTR	●	●
EG DIG	GRD	●	–
EG HAZE	ICE	●	–
EG AMNESIA	PSY	●	–
EG FLAIL	NRM	●	–
EG SLAM	NRM	●	–
EG KNOCK OFF	DRK	●	–
EG SWORDS DANCE	NRM	●	–
LM SWORDS DANCE	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#100 VOLTORB

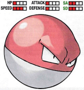
TYPE: ELECTRIC

ABILITY: SOUNDPROOF / STATIC

1'8" / 23 lbs. | EGG: NEUTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#100	#101
CHARGE	ELC	1	1
TACKLE	NRM	1	1
SCREECH	NRM	–	1
SONICBOOM	NRM	–	1
SCREECH	NRM	8	8
SONICBOOM	NRM	15	15
SPARK	ELC	21	21
SELFDESTRUCT	NRM	27	27
ROLLOUT	RCK	32	34
LIGHT SCREEN	PSY	37	41
SWIFT	NRM	42	48
EXPLOSION	NRM	46	54
MIRROR COAT	PSY	49	59

EVOLVES AT LEVEL 30

#101 ELECTRODE

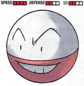
TYPE: ELECTRIC

ABILITY: SOUNDPROOF / STATIC

3'11" / 147 lbs. | EGG: NEUTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#100	#101
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
46 THIEF	DRK	●	●
HM05 FLASH	NRM	●	●
LM MIMIC	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM EXPLOSION	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#102 EXEGGCUTE

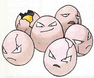
TYPE: GRASS-PSYCHIC

ABILITY: CHLOROPHYLL

1'4" / 6 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#102	#103
BARRAGE	NRM	1	1
HYPNOSIS	PSY	1	1
UPROAR	NRM	1	–
CONFUSION	PSY	–	1
REFLECT	PSY	7	–
LEECH SEED	GRS	13	–
CONFUSION	PSY	19	–
STOMP	NRM	–	19
STUN SPORE	GRS	25	–
POISONPOWDER	PSN	31	–
EGG BOMB	NRM	–	31
SLEEP POWDER	GRS	37	–
SOLARBEAM	GRS	43	–

EVOLVES WITH LEAF STONE

#103 EXEGGUTOR

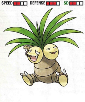
TYPE: GRASS-PSYCHIC

ABILITY: CHLOROPHYLL

6'7" / 265 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#102	#103
06 TOXIC	PSN	●	●
09 BULLET SEED	GRS	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
36 SLUDGE BOMB	PSN	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
48 SKILL SWAP	PSY	●	●
HM04 STRENGTH	NRM	●	●
HM05 FLASH	NRM	●	●
EG SYNTHESIS	GRS	●	–
EG MOONLIGHT	NRM	●	–
EG REFLECT	PSY	●	–
EG ANCIENTPOWER	RCK	●	–
EG PSYCH UP	NRM	●	–
EG INGRAIN	GRS	●	–
EG CURSE	???	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM EXPLOSION	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#104 CUBONE

TYPE: GROUND

ABILITY: ROCK HEAD / LIGHTNINGROD

1'4" / 14 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#104	#105
GROWL	NRM	1	1
TAIL WHIP	NRM	–	1
BONE CLUB	GRD	–	1
HEADBUTT	NRM	–	1
TAIL WHIP	NRM	5	5
BONE CLUB	GRD	9	9
HEADBUTT	NRM	13	13
LEER	NRM	17	17
FOCUS ENERGY	NRM	21	21
BONEMERANG	GRD	25	25
RAGE	NRM	29	32
FALSE SWIPE	NRM	33	39
THRASH	NRM	37	46
BONE RUSH	GRD	41	53
DOUBLE-EDGE	NRM	45	61

EVOLVES AT LEVEL 28

#105 MAROWAK

TYPE: GROUND

ABILITY: ROCK HEAD / LIGHTNINGROD

3'3" / 99 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#104	#105
01 FOCUS PUNCH	FTG	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
37 SANDSTORM	RCK	●	●
38 FIRE BLAST	FIRE	●	●
39 ROCK TOMB	RCK	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG ROCK SLIDE	RCK	●	–
EG ANCIENTPOWER	RCK	●	–
EG BELLY DRUM	NRM	●	–
EG SCREECH	NRM	●	–
EG SKULL BASH	NRM	●	–
EG PERISH SONG	NRM	●	–
EG SWORDS DANCE	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM SWORDS DANCE	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#106 HITMONLEE

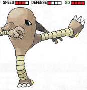
TYPE: FIGHTING

ABILITY: LIMBER

4'11" / 110 lbs. | EGG: HUMAN-LIKE

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

ATTACK	TYPE	#106
REVENGE	FTG	1
DOUBLE KICK	FTG	1
MEDITATE	PSY	6
ROLLING KICK	FTG	11
JUMP KICK	FTG	16
BRICK BREAK	FTG	20
FOCUS ENERGY	NRM	21
HI JUMP KICK	FTG	26
MIND READER	NRM	31
FORESIGHT	NRM	36
ENDURE	NRM	41
MEGA KICK	NRM	46
REVERSAL	FTG	51

EVOLUTIONARY CONNECTION

You'll need to breed from a Hitmonlee, Hitmonchan or Hitmontop to get their preceding form, Tyrogue (see page 163). Though Tyrogue has poor stats and learns only Tackle, it's valuable because it's key for acquiring the three Pokémon noted above—none of them run wild. See page 26 for more details.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#106
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
08 BULK UP	FTG	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#107 HITMONCHAN

TYPE: FIGHTING

ABILITY: KEEN EYE

4'7" / 111 lbs. | EGG: HUMAN-LIKE

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#107
REVENGE	FTG	1
COMET PUNCH	NRM	1
AGILITY	PSY	7
PURSUIT	DRK	13
MACH PUNCH	FTG	20
THUNDERPUNCH	ELC	26
ICE PUNCH	ICE	26
FIRE PUNCH	FIRE	26
SKY UPPERCUT	FTG	32
MEGA PUNCH	NRM	38
DETECT	FTG	44
COUNTER	FTG	50

EVOLUTIONARY CONNECTION

You'll need to breed from a Hitmonlee, Hitmonchan or Hitmontop to get their preceding form, Tyrogue (see page 163). Though Tyrogue has poor stats and learns only Tackle, it's valuable because it's key for acquiring the three Pokémon noted above—none of them run wild. See page 26 for more details.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#107
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
08 BULK UP	FTG	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#108 LICKITUNG

TYPE: NORMAL

ABILITY: OWN TEMPO / OBLIVIOUS

3'11" / 144 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#108
LICK	GHO	1
SUPERSONIC	NRM	7
DEFENSE CURL	NRM	12
KNOCK OFF	DRK	18
STOMP	NRM	23
WRAP	NRM	29
DISABLE	NRM	34
SLAM	NRM	40
SCREECH	NRM	45
REFRESH	NRM	51

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#108
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM01 CUT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG BELLY DRUM	NRM	●
EG MAGNITUDE	GRD	●
EG BODY SLAM	NRM	●
EG CURSE	???	●
EG SMELLINGSALT	NRM	●
EG SLEEP TALK	NRM	●
EG SNORE	NRM	●
EG SUBSTITUTE	NRM	●
LM MEGA PUNCH	NRM	●
LM SWORDS DANCE	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#109 KOFFING

TYPE: POISON

ABILITY: LEVITATE

2'0" / 2 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 35

#110 WEEZING

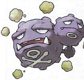
TYPE: POISON

ABILITY: LEVITATE

3'11" / 21 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#109	#110
POISON GAS	PSN	1	1
TACKLE	NRM	1	1
SMOG	PSN	–	1
SELFDESTRUCT	NRM	–	1
SMOG	PSN	9	9
SELFDESTRUCT	NRM	17	17
SLUDGE	PSN	21	21
SMOKESCREEN	NRM	25	25
HAZE	ICE	33	33
EXPLOSION	NRM	41	44
DESTINY BOND	GHO	45	51
MEMENTO	DRK	49	58

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#109	#110
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
36 SLUDGE BOMB	PSN	●	●
38 FIRE BLAST	FIRE	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM05 FLASH	NRM	●	●
EG SCREECH	NRM	●	–
EG PSYWAVE	PSY	●	–
EG PSYBEAM	PSY	●	–
EG DESTINY BOND	GHO	●	–
EG PAIN SPLIT	NRM	●	–
EG WILL-O-WISP	FIRE	●	–
LM MIMIC	NRM	●	●
LM EXPLOSION	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#111 RHYHORN

TYPE: GROUND-ROCK

ABILITY: LIGHTNINGROD / ROCK HEAD

3'3" / 254 lbs. | EGG: MONSTER / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#111	#112
HORN ATTACK	NRM	1	1
TAIL WHIP	NRM	1	1
STOMP	NRM	–	1
FURY ATTACK	NRM	–	1
STOMP	NRM	10	10
FURY ATTACK	NRM	15	15
SCARY FACE	NRM	24	24
ROCK BLAST	RCK	29	29
HORN DRILL	NRM	38	38
TAKE DOWN	NRM	43	46
EARTHQUAKE	GRD	52	58
MEGAHORN	BUG	57	66

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#111	#112
01 FOCUS PUNCH	FTG	–	●
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	–	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
37 SANDSTORM	RCK	●	●
38 FIRE BLAST	FIRE	●	●
39 ROCK TOMB	RCK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	–	●
HM03 SURF	WTR	–	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG CRUNCH	DRK	●	–
EG REVERSAL	FTG	●	–
EG ROCK SLIDE	RCK	●	–
EG COUNTER	FTG	●	–
EG MAGNITUDE	GRD	●	–
EG SWORDS DANCE	NRM	●	–
EG CURSE	???	●	–
EG CRUSH CLAW	NRM	●	–
LM MEGA PUNCH	NRM	–	●
LM SWORDS DANCE	NRM	●	●
LM MEGA KICK	NRM	–	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	–	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

EVOLVES AT LEVEL 42

#112 RHYDON

TYPE: GROUND-ROCK

ABILITY: LIGHTNINGROD / ROCK HEAD

6'3" / 265 lbs. | EGG: MONSTER / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

#113 CHANSEY

TYPE: NORMAL

ABILITY: NATURAL CURE / SERENE GRACE

3'7" / 76 lbs. | EGG: FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#113
POUND	NRM	1
GROWL	NRM	1
TAIL WHIP	NRM	5
REFRESH	NRM	9
SOFTBOILED	NRM	13
DOUBLESLAP	NRM	17
MINIMIZE	NRM	23
SING	NRM	29
EGG BOMB	NRM	35
DEFENSE CURL	NRM	41
LIGHT SCREEN	PSY	49
DOUBLE-EDGE	NRM	57

FRIENDSHIP EVOLUTION

Chansey will evolve into Blissey (see page 166), which has higher Special Attack and Special Defense, when your Friendship is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

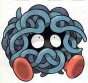
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#113
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
48 SKILL SWAP	PSY	●
49 SNATCH	DRK	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
EG PRESENT	NRM	●
EG METRONOME	NRM	●
EG HEAL BELL	NRM	●
EG AROMATHERAPY	GRS	●
EG SUBSTITUTE	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM SOFTBOILED	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#114 TANGELA

TYPE: GRASS	
ABILITY: CHLOROPHYLL	
3'3" / 77 lbs.	EGG: GRASS
AVAILABILITY:	● ●

HP ■■□□ ATTACK ■■□□ SA ■■■□
SPEED ■■□□ DEFENSE ■■■■ SD ■□□□



LEVEL-UP MOVES

ATTACK	TYPE	#114
INGRAIN	GRS	1
CONSTRICT	NRM	1
SLEEP POWDER	GRS	4
ABSORB	GRS	10
GROWTH	NRM	13
POISONPOWDER	PSN	19
VINE WHIP	GRS	22
BIND	NRM	28
MEGA DRAIN	GRS	31
STUN SPORE	GRS	37
SLAM	NRM	40
TICKLE	NRM	46

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#114
06 TOXIC	PSN	●
09 BULLET SEED	GRS	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
19 GIGA DRAIN	GRS	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
36 SLUDGE BOMB	PSN	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM01 CUT	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
EG FLAIL	NRM	●
EG CONFUSION	PSY	●
EG MEGA DRAIN	GRS	●
EG REFLECT	PSY	●
EG AMNESIA	PSY	●
EG LEECH SEED	GRS	●
EG NATURE POWER	NRM	●
LM SWORDS DANCE	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#115 KANGASKHAN

TYPE: NORMAL	
ABILITY: EARLY BIRD	
7'3" / 176 lbs.	EGG: MONSTER
AVAILABILITY:	● ●

HP ■■■□ ATTACK ■■■□ SA ■□□□
SPEED ■■■□ DEFENSE ■■□□ SD ■■□□

LEVEL-UP MOVES

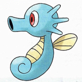
ATTACK	TYPE	#115
COMET PUNCH	NRM	1
LEER	NRM	1
BITE	DRK	7
TAIL WHIP	NRM	13
FAKE OUT	NRM	19
MEGA PUNCH	NRM	25
RAGE	NRM	31
ENDURE	NRM	37
DIZZY PUNCH	NRM	43
REVERSAL	FTG	49

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#115
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM01 CUT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG STOMP	NRM	●
EG FORESIGHT	NRM	●
EG FOCUS ENERGY	NRM	●
EG SAFEGUARD	NRM	●
EG DISABLE	NRM	●
EG COUNTER	FTG	●
EG CRUSH CLAW	NRM	●
EG SUBSTITUTE	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#116 HORSEA

TYPE: WATER
ABILITY: SWIFT SWIM
1'4" / 18 lbs. | EGG: WATER 1 / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD



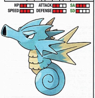
LEVEL-UP MOVES

ATTACK	TYPE	#116	#117
BUBBLE	WTR	1	1
SMOKESCREEN	NRM	–	1
LEER	NRM	–	1
WATER GUN	WTR	–	1
SMOKESCREEN	NRM	8	8
LEER	NRM	15	15
WATER GUN	WTR	22	22
TWISTER	DRG	29	29
AGILITY	PSY	36	40
HYDRO PUMP	WTR	43	51
DRAGON DANCE	DRG	50	62

EVOLVES AT LEVEL 32

#117 SEADRA

TYPE: WATER
ABILITY: POISON POINT
3'11" / 55 lbs. | EGG: WATER 1 / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#116	#117
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG FLAIL	NRM	●	–
EG AURORA BEAM	ICE	●	–
EG OCTAZOOKA	WTR	●	–
EG DISABLE	NRM	●	–
EG BOUNCE	FLY	●	–
EG DRAGON RAGE	DRG	●	–
EG DRAGONBREATH	DRG	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

HELD-ITEM/TRADE EVOLUTION

Seadra will evolve into Kingdra (see page 161), which is a Water-and-Dragon-type with higher Attack and Special Defense stats, if it's traded while holding a Dragon Scale. There aren't many Dragon-types—so the evolution is a valuable one.

#118 GOLDEEN

TYPE: WATER
ABILITY: SWIFT SWIM / WATER VEIL
2'0" / 33 lbs. | EGG: WATER 2
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#118	#119
PECK	FLY	1	1
TAIL WHIP	NRM	1	1
WATER SPORT	WTR	1	1
SUPERSONIC	NRM	–	1
SUPERSONIC	NRM	10	10
HORN ATTACK	NRM	15	15
FLAIL	NRM	24	24
FURY ATTACK	NRM	29	29
WATERFALL	WTR	38	41
HORN DRILL	NRM	43	49
AGILITY	PSY	52	61
MEGAHORN	BUG	57	69

EVOLVES AT LEVEL 33

#119 SEAKING

TYPE: WATER
ABILITY: SWIFT SWIM / WATER VEIL
4'3" / 86 lbs. | EGG: WATER 2
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#118	#119
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG PSYBEAM	PSY	●	–
EG HAZE	ICE	●	–
EG HYDRO PUMP	WTR	●	–
EG SLEEP TALK	NRM	●	–
EG MUD SPORT	GRD	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#120 STARYU

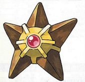
TYPE: WATER

ABILITY: ILLUMINATE / NATURAL CURE

2'7" / 76 lbs. | EGG: GENDER UNKNOWN

AVAILABILITY: ● ● ●

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES			
ATTACK	TYPE	#120	#121
TACKLE	NRM	1	–
HARDEN	NRM	1	–
WATER GUN	WTR	–	1
RAPID SPIN	NRM	–	1
RECOVER	NRM	–	1
SWIFT	NRM	–	1
WATER GUN	WTR	6	–
RAPID SPIN	NRM	10	–
RECOVER	NRM	15	–
CAMOUFLAGE	NRM	19	–
SWIFT	NRM	24	–
BUBBLEBEAM	WTR	28	–
MINIMIZE	NRM	33	–
CONFUSE RAY	GHO	–	33
LIGHT SCREEN	PSY	37	–
COSMIC POWER	PSY	42	–
HYDRO PUMP	WTR	46	–

EVOLVES WITH WATER STONE

#121 STARMIE

TYPE: WATER-PSYCHIC

ABILITY: ILLUMINATE / NATURAL CURE

3'7" / 176 lbs. | EGG: GENDER UNKNOWN

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES			
ATTACK	TYPE	#120	#121
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
48 SKILL SWAP	PSY	–	●
HM03 SURF	WTR	●	●
HM05 FLASH	NRM	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	–	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#122 MR. MIME

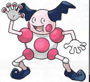
TYPE: PSYCHIC

ABILITY: SOUNDPROOF

4'3" / 120 lbs. | EGG: HUMAN-LIKE

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES		
ATTACK	TYPE	#122
BARRIER	PSY	1
CONFUSION	PSY	5
SUBSTITUTE	NRM	8
MEDITATE	PSY	12
DOUBLESLAP	NRM	15
LIGHT SCREEN	PSY	19
REFLECT	PSY	19
MAGICAL LEAF	GRS	22
ENCORE	NRM	26
PSYBEAM	PSY	29
RECYCLE	NRM	33
TRICK	PSY	36
ROLE PLAY	PSY	40
PSYCHIC	PSY	43
BATON PASS	NRM	47
SAFEGUARD	NRM	50

TM, HM, EGG AND LEARNED MOVES		
ATTACK	TYPE	#122
01 FOCUS PUNCH	FTG	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
48 SKILL SWAP	PSY	●
49 SNATCH	DRK	●
HM05 FLASH	NRM	●
EG FUTURE SIGHT	PSY	●
EG HYPNOSIS	PSY	●
EG MIMIC	NRM	●
EG PSYCH UP	NRM	●
EG FAKE OUT	NRM	●
EG TRICK	PSY	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#123 SCYTHER

TYPE: BUG-FLYING

ABILITY: SWARM

4'11" / 123 lbs. | EGG: BUG

AVAILABILITY: ●

HP ■■□□ ATTACK ■■■■ SA ■■□□
SPEED ■■■□ DEFENSE ■■□□ SD ■■□□

LEVEL-UP MOVES

ATTACK	TYPE	#123
QUICK ATTACK	NRM	1
LEER	NRM	1
FOCUS ENERGY	NRM	6
PURSUIT	DRK	11
FALSE SWIPE	NRM	16
AGILITY	PSY	21
WING ATTACK	FLY	26
SLASH	NRM	31
SWORDS DANCE	NRM	36
DOUBLE TEAM	NRM	41
FURY CUTTER	BUG	46

HELD-ITEM/TRADE EVOLUTION

Scyther will evolve into Scizor (see page 154), which is a Bug-and-Steel-type, if it's traded while holding a Metal Coat. Though Scizor has poorer Special Defense and Speed stats, it learns Metal Claw and Iron Defense. Scyther can't.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#123
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM01 CUT	NRM	●
HM06 ROCK SMASH	FTG	●
EG COUNTER	FTG	●
EG SAFEGUARD	NRM	●
EG BATON PASS	NRM	●
EG REVERSAL	FTG	●
EG LIGHT SCREEN	PSY	●
EG ENDURE	NRM	●
EG SILVER WIND	BUG	●
LM SWORDS DANCE	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#124 JYNX

TYPE: ICE-PSYCHIC

ABILITY: OBLIVIOUS

4'7" / 90 lbs. | EGG: HUMAN-LIKE

AVAILABILITY: ● ●

HP ■■□□ ATTACK ■□□□ SA ■■■■
SPEED ■■■□ DEFENSE ■□□□ SD ■■■□

LEVEL-UP MOVES

ATTACK	TYPE	#124
POUND	NRM	1
LICK	GHO	1
LOVELY KISS	NRM	1
POWDER SNOW	ICE	1
LOVELY KISS	NRM	9
POWDER SNOW	ICE	13
DOUBLESLAP	NRM	21
ICE PUNCH	ICE	25
MEAN LOOK	NRM	35
FAKE TEARS	DRK	41
BODY SLAM	NRM	51
PERISH SONG	NRM	57
BLIZZARD	ICE	67

BABY POKéMON ALERT!

You'll need to breed from a Jynx to get the baby Pokémon, Smoochum (see page 164). Smoochum can learn level-up moves—Sweet Kiss, Confusion, Sing and Psychic—that Jynx can't. Smoochum can also hatch with Egg Moves that a wild Jynx can never learn.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#124
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
12 TAUNT	DRK	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
48 SKILL SWAP	PSY	●
HM05 FLASH	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#125 ELECTABUZZ

TYPE: ELECTRIC
ABILITY: STATIC
3'7" / 66 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES		
ATTACK	TYPE	#125
QUICK ATTACK	NRM	1
LEER	NRM	1
THUNDERPUNCH	ELC	1
THUNDERPUNCH	ELC	9
LIGHT SCREEN	PSY	17
SWIFT	NRM	25
SCREECH	NRM	36
THUNDERBOLT	ELC	47
THUNDER	ELC	58

BABY POKéMON ALERT!

You'll need to breed from an Electabuzz to get the baby Pokémon, Elekid (see page 164). Elekid can hatch with seven amazing Egg Moves—such as Karate Chop, Fire Punch and Ice Punch—that a wild Electabuzz can never learn.

TM, HM, EGG AND LEARNED MOVES		
ATTACK	TYPE	#125
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#126 MAGMAR

TYPE: FIRE
ABILITY: FLAME BODY
4'3" / 98 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES		
ATTACK	TYPE	#126
EMBER	FIRE	1
LEER	NRM	1
SMOG	PSN	1
FIRE PUNCH	FIRE	1
LEER	NRM	7
SMOG	PSN	13
FIRE PUNCH	FIRE	19
SMOKESCREEN	NRM	25
SUNNY DAY	FIRE	33
FLAMETHROWER	FIRE	41
CONFUSE RAY	GHO	49
FIRE BLAST	FIRE	57

BABY POKéMON ALERT!

You'll need to breed from a Magmar to get the baby Pokémon, Magby (see page 165). Magby can hatch with amazing Egg Moves—such as Barrier and Cross Chop—that a wild Magmar can never learn.

TM, HM, EGG AND LEARNED MOVES		
ATTACK	TYPE	#126
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
35 FLAMETHROWER	FIRE	●
38 FIRE BLAST	FIRE	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#127 PINSIR

TYPE: BUG

ABILITY: HYPER CUTTER

4'11" / 121 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA

SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#127
VICEGRIP	NRM	1
FOCUS ENERGY	NRM	1
BIND	NRM	7
SEISMIC TOSS	FTG	13
HARDEN	NRM	19
REVENGE	FTG	25
BRICK BREAK	FTG	31
GUILLOTINE	NRM	37
SUBMISSION	FTG	43
SWORDS DANCE	NRM	49

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#127
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
08 BULK UP	FTG	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG FURY ATTACK	NRM	●
EG FLAIL	NRM	●
EG FALSE SWIPE	NRM	●
EG FAINT ATTACK	DRK	●
LM SWORDS DANCE	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#128 TAUROS

TYPE: NORMAL

ABILITY: INTIMIDATE

4'7" / 195 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA

SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#128
TACKLE	NRM	1
TAIL WHIP	NRM	1
RAGE	NRM	4
HORN ATTACK	NRM	8
SCARY FACE	NRM	13
PURSUIT	DRK	19
SWAGGER	NRM	26
REST	PSY	34
THRASH	NRM	43
TAKE DOWN	NRM	53

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#128
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#129 MAGIKARP

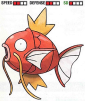
TYPE: WATER

ABILITY: SWIFT SWIM

2'11" / 22 lbs. | EGG: WATER 2 / DRAGON

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD



LEVEL-UP MOVES

ATTACK	TYPE	#129	#130
SPLASH	NRM	1	–
THRASH	NRM	–	1
TACKLE	NRM	15	–
BITE	DRK	–	20
DRAGON RAGE	DRG	–	25
FLAIL	NRM	30	–
LEER	NRM	–	30
TWISTER	DRG	–	35
HYDRO PUMP	WTR	–	40
RAIN DANCE	WTR	–	45
DRAGON DANCE	DRG	–	50
HYPER BEAM	NRM	–	55

EVOLVES AT LEVEL 20

#130 GYARADOS

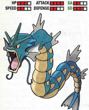
TYPE: WATER-FLYING

ABILITY: INTIMIDATE

21'4" / 518 lbs. | EGG: WATER 2 / DRAGON

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#129	#130
03 WATER PULSE	WTR	–	●
05 ROAR	NRM	–	●
06 TOXIC	PSN	–	●
07 HAIL	ICE	–	●
10 HIDDEN POWER	NRM	–	●
12 TAUNT	DRK	–	●
13 ICE BEAM	ICE	–	●
14 BLIZZARD	ICE	–	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	–	●
18 RAIN DANCE	WTR	–	●
21 FRUSTRATION	NRM	–	●
24 THUNDERBOLT	ELC	–	●
25 THUNDER	ELC	–	●
26 EARTHQUAKE	GRD	–	●
27 RETURN	NRM	–	●
32 DOUBLE TEAM	NRM	–	●
35 FLAMETHROWER	FIRE	–	●
37 SANDSTORM	RCK	–	●
38 FIRE BLAST	FIRE	–	●
41 TORMENT	DRK	–	●
42 FACADE	NRM	–	●
43 SECRET POWER	NRM	–	●
44 REST	PSY	–	●
45 ATTRACT	NRM	–	●
HM03 SURF	WTR	–	●
HM04 STRENGTH	NRM	–	●
HM06 ROCK SMASH	FTG	–	●
HM07 WATERFALL	WTR	–	●
HM08 DIVE	WTR	–	●
LM BODY SLAM	NRM	–	●
LM DOUBLE-EDGE	NRM	–	●
LM MIMIC	NRM	–	●
LM THUNDER WAVE	ELC	–	●
LM SUBSTITUTE	NRM	–	●

#131 LAPRAS

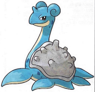
TYPE: WATER-ICE

ABILITY: WATER ABSORB / SHELL ARMOR

8'2" / 485 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD



LEVEL-UP MOVES

ATTACK	TYPE	#131
WATER GUN	WTR	1
GROWL	NRM	1
SING	NRM	1
MIST	ICE	7
BODY SLAM	NRM	13
CONFUSE RAY	GHO	19
PERISH SONG	NRM	25
ICE BEAM	ICE	31
RAIN DANCE	WTR	37
SAFEGUARD	NRM	43
HYDRO PUMP	WTR	49
SHEER COLD	ICE	55

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#131
03 WATER PULSE	WTR	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
HM07 WATERFALL	WTR	●
HM08 DIVE	WTR	●
EG FORESIGHT	NRM	●
EG SUBSTITUTE	NRM	●
EG TICKLE	NRM	●
EG REFRESH	NRM	●
EG DRAGON DANCE	DRG	●
EG CURSE	???	●
EG SLEEP TALK	NRM	●
EG HORN DRILL	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#132 DITTO

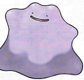
TYPE: NORMAL

ABILITY: LIMBER

1'0" / 9 lbs. | EGG: DITTO

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#132
TRANSFORM	NRM	1

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#132

THE INSIDE STORY ON DITTO'S TRANSFORM MOVE

Ditto has only one move, Transform, and can learn no HMs or TMs. The Pokémon has huge battle potential, however. Transform will morph Ditto into the kind of Pokémon that it faces in battle, complete with the moves that its foe has—truly amazing.

#133 EEVEE

TYPE: NORMAL

ABILITY: RUN AWAY

1'0" / 14 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

MULTIPLE EVOLUTION OPTIONS

Eevee can turn into three Pokémon via stone evolution, plus two more via Friendship evolution once you've received the National Pokédex.

LEVEL-UP MOVES

ATTACK	TYPE	#133	#134	#135	#136
TACKLE	NRM	1	1	1	1
TAIL WHIP	NRM	1	1	1	1
HELPING HAND	NRM	1	1	1	1
SAND-ATTACK	GRD	8	8	8	8
GROWL	NRM	16	–	–	–
WATER GUN	WTR	–	16	–	–
THUNDERSHOCK	ELC	–	–	16	–
EMBER	FIRE	–	–	–	16
QUICK ATTACK	NRM	23	23	23	23
BITE	DRK	30	30	–	30
DOUBLE KICK	FTG	–	–	30	–
BATON PASS	FTG	36	–	–	–
AURORA BEAM	ICE	–	36	–	–
PIN MISSILE	BUG	–	–	36	–
FIRE SPIN	FIRE	–	–	–	36
TAKE DOWN	NRM	42	–	–	–
HAZE	ICE	–	42	–	–
THUNDER WAVE	ELC	–	–	42	–
SMOG	PSN	–	–	–	42
ACID ARMOR	PSN	–	47	–	–
AGILITY	PSY	–	–	47	–
LEER	NRM	–	–	–	47
HYDRO PUMP	WTR	–	52	–	–
THUNDER	ELC	–	–	52	–
FLAMETHROWER	FIRE	–	–	–	52

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#133	#134	#135	#136
03 WATER PULSE	WTR	–	●	–	–
05 ROAR	NRM	–	●	●	●
06 TOXIC	PSN	●	●	●	●
07 HAIL	ICE	–	●	–	–
10 HIDDEN POWER	NRM	●	●	●	●
11 SUNNY DAY	FIRE	●	●	●	●
13 ICE BEAM	ICE	–	●	–	–
14 BLIZZARD	ICE	–	●	–	–
15 HYPER BEAM	NRM	–	●	●	●
17 PROTECT	NRM	●	●	●	●
18 RAIN DANCE	WTR	●	●	●	●
21 FRUSTRATION	NRM	●	●	●	●
23 IRON TAIL	STL	●	●	●	●
24 THUNDERBOLT	ELC	–	–	●	–
25 THUNDER	ELC	–	–	●	–
27 RETURN	NRM	●	●	●	●
28 DIG	GRD	●	●	●	●
30 SHADOW BALL	GHO	●	●	●	●
32 DOUBLE TEAM	NRM	●	●	●	●
34 SHOCK WAVE	ELC	–	–	●	–
35 FLAMETHROWER	FIRE	–	–	–	●
38 FIRE BLAST	FIRE	–	–	–	●
42 FACADE	NRM	●	●	●	●
43 SECRET POWER	NRM	●	●	●	●
44 REST	PSY	●	●	●	●
45 ATTRACT	NRM	●	●	●	●
50 OVERHEAT	FIRE	–	–	–	●
HM03 SURF	WTR	–	●	–	–
HM05 FLASH	NRM	–	–	●	–
HM07 WATERFALL	WTR	–	●	–	–
HM08 DIVE	WTR	–	●	–	–
EG CHARM	NRM	●	–	–	–
EG FLAIL	NRM	●	–	–	–
EG ENDURE	NRM	●	–	–	–
EG CURSE	???	●	–	–	–
EG TICKLE	NRM	●	–	–	–
EG WISH	NRM	●	–	–	–
LM BODY SLAM	NRM	●	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●	●
LM MIMIC	NRM	●	●	●	●
LM THUNDER WAVE	ELC	–	–	●	–
LM SUBSTITUTE	NRM	●	●	●	●

EVOLVES WITH WATER STONE

#134 VAPOREON

TYPE: WATER

ABILITY: WATER ABSORB

3'3" / 64 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH THUNDER STONE

#135 JOLTEON

TYPE: ELECTRIC

ABILITY: VOLT ABSORB

2'7" / 54 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH FIRE STONE

#136 FLAREON

TYPE: FIRE

ABILITY: FLASH FIRE

2'11" / 55 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

UNUSUAL EVOLUTIONS

Eevee can also evolve into Espeon (see page 147) and Umbreon (see page 148) by way of a complex evolutionary process that involves Friendship and a required evolutionary stop in Pokémon Ruby or Sapphire. Consult page 24 for full details on their highly unusual evolution method.

#137 PORYGON

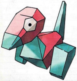
TYPE: NORMAL

ABILITY: TRACE

2'7" / 80 lbs. | EGG: GENDER UNKNOWN

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#137
CONVERSION 2	NRM	1
TACKLE	NRM	1
CONVERSION	NRM	1
AGILITY	PSY	9
PSYBEAM	PSY	12
RECOVER	NRM	20
SHARPEN	NRM	24
LOCK-ON	NRM	32
TRI ATTACK	NRM	36
RECYCLE	NRM	44
ZAP CANNON	ELC	48

HELD-ITEM/TRADE EVOLUTION

Porygon will evolve into Porygon2 (see page 162), with higher hit points, Defense and Speed, if it's traded while holding a Up-Grade. Porygon2 can also learn Defense Curl—Porygon can't.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#137
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
46 THIEF	DRK	●
HM05 FLASH	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#138 OMANYTE

TYPE: ROCK-WATER

ABILITY: SWIFT SWIM / SHELL ARMOR

1'4" / 17 lbs. | EGG: WATER 1 / WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 40

#139 OMASTAR

TYPE: ROCK-WATER

ABILITY: SWIFT SWIM / SHELL ARMOR

3'3" / 77 lbs. | EGG: WATER 1 / WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#138	#139
CONSTRICT	NRM	1	1
WITHDRAW	WTR	1	1
BITE	DRK	–	1
WATER GUN	WTR	–	1
BITE	DRK	13	13
WATER GUN	WTR	19	19
MUD SHOT	GRD	25	25
LEER	NRM	31	31
PROTECT	NRM	37	37
SPIKE CANNON	NRM	–	40
TICKLE	NRM	43	46
ANCIENTPOWER	RCK	49	55
HYDRO PUMP	WTR	55	65

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#138	#139
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
37 SANDSTORM	RCK	●	●
39 ROCK TOMB	RCK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM03 SURF	WTR	●	●
HM06 ROCK SMASH	FTG	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG BUBBLEBEAM	WTR	●	–
EG AURORA BEAM	ICE	●	–
EG SLAM	NRM	●	–
EG SUPERSONIC	NRM	●	–
EG HAZE	ICE	●	–
EG ROCK SLIDE	RCK	●	–
EG SPIKES	GRD	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM SEISMIC TOSS	FTG	–	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#140 KABUTO

TYPE: ROCK-WATER

ABILITY: SWIFT SWIM / BATTLE ARMOR

1'8" / 25 lbs. | EGG: WATER 1 / WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#140	#141
SCRATCH	NRM	1	1
HARDEN	NRM	1	1
FURY CUTTER	BUG	–	1
ABSORB	GRS	–	1
LEER	NRM	–	1
ABSORB	GRS	13	13
LEER	NRM	19	19
MUD SHOT	GRD	25	25
SAND-ATTACK	GRD	31	31
ENDURE	NRM	37	37
SLASH	NRM	–	40
METAL SOUND	STL	43	46
MEGA DRAIN	GRS	49	55
ANCIENTPOWER	RCK	55	65

EVOLVES AT LEVEL 40

#141 KABUTOPS

TYPE: ROCK-WATER

ABILITY: SWIFT SWIM / BATTLE ARMOR

4'3" / 89 lbs. | EGG: WATER 1 / WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#140	#141
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	–	●
32 DOUBLE TEAM	NRM	●	●
37 SANDSTORM	RCK	●	●
39 ROCK TOMB	RCK	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	–	●
HM03 SURF	WTR	●	●
HM06 ROCK SMASH	FTG	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	–	●
EG BUBBLEBEAM	WTR	●	–
EG AURORA BEAM	ICE	●	–
EG RAPID SPIN	NRM	●	–
EG DIG	GRD	●	–
EG FLAIL	NRM	●	–
EG KNOCK OFF	DRK	●	–
EG CONFUSE RAY	GHO	●	–
LM SWORDS DANCE	NRM	–	●
LM MEGA KICK	NRM	–	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM SEISMIC TOSS	FTG	–	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#142 AERODACTYL

TYPE: ROCK-FLYING

ABILITY: ROCK HEAD / PRESSURE

5'11" / 130 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#142
WING ATTACK	FLY	1
AGILITY	PSY	8
BITE	DRK	15
SUPERSONIC	NRM	22
ANCIENTPOWER	RCK	29
SCARY FACE	NRM	36
TAKE DOWN	NRM	43
HYPER BEAM	NRM	50

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#142
02 DRAGON CLAW	DRG	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM02 FLY	FLY	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG WHIRLWIND	NRM	●
EG PURSUIT	DRK	●
EG FORESIGHT	NRM	●
EG STEEL WING	STL	●
EG DRAGONBREATH	DRG	●
EG CURSE	???	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#143 SNORLAX

TYPE: NORMAL

ABILITY: IMMUNITY / THICK FAT

6'11" / 1014 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#143
TACKLE	NRM	1
AMNESIA	PSY	5
DEFENSE CURL	NRM	9
BELLY DRUM	NRM	13
HEADBUTT	NRM	17
YAWN	NRM	21
REST	PSY	25
SNORE	NRM	29
BODY SLAM	NRM	33
SLEEP TALK	NRM	37
BLOCK	NRM	41
COVET	NRM	45
ROLLOUT	RCK	49
HYPER BEAM	NRM	53

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#143
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
EG LICK	GHO	●
EG CHARM	NRM	●
EG DOUBLE-EDGE	NRM	●
EG CURSE	???	●
EG FISSURE	GRD	●
EG SUBSTITUTE	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#144 ARTICUNO

TYPE: ICE-FLYING

ABILITY: PRESSURE

5'7" / 122 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#144
GUST	FLY	1
POWDER SNOW	ICE	1
MIST	ICE	13
AGILITY	PSY	25
MIND READER	NRM	37
ICE BEAM	ICE	49
REFLECT	PSY	61
BLIZZARD	ICE	73
SHEER COLD	ICE	85

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#144
03 WATER PULSE	WTR	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
37 SANDSTORM	RCK	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
47 STEEL WING	STL	●
HM02 FLY	FLY	●
HM06 ROCK SMASH	FTG	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#145 ZAPDOS

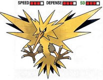
TYPE: ELECTRIC-FLYING

ABILITY: PRESSURE

5'3" / 116 lbs. | EGG: NONE

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#145
PECK	FLY	1
THUNDERSHOCK	ELC	1
THUNDER WAVE	ELC	13
AGILITY	PSY	25
DETECT	FTG	37
DRILL PECK	FLY	49
CHARGE	ELC	61
LIGHT SCREEN	PSY	73
THUNDER	ELC	85

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#145
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
37 SANDSTORM	RCK	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
47 STEEL WING	STL	●
HM02 FLY	FLY	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#146 MOLTRES

TYPE: FIRE-FLYING

ABILITY: PRESSURE

6'7" / 132 lbs. | EGG: NONE

AVAILABILITY: ● ●

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#146
WING ATTACK	FLY	1
EMBER	FIRE	1
FIRE SPIN	FIRE	13
AGILITY	PSY	25
ENDURE	NRM	37
FLAMETHROWER	FIRE	49
SAFEGUARD	NRM	61
HEAT WAVE	FIRE	73
SKY ATTACK	FLY	85

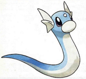
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#146
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
47 STEEL WING	STL	●
50 OVERHEAT	FIRE	●
HM02 FLY	FLY	●
HM06 ROCK SMASH	FTG	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#147 DRATINI

TYPE: DRAGON	
ABILITY: SHED SKIN	
5'11" / 7 lbs.	EGG: WATER 1 / DRAGON
AVAILABILITY:	

HP ATTACK SA
SPEED DEFENSE SD



EVOLVES AT LEVEL 30

#148 DRAGONAIR

TYPE: DRAGON	
ABILITY: SHED SKIN	
13'1" / 63 lbs.	EGG: WATER 1 / DRAGON
AVAILABILITY:	

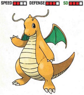
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 55

#149 DRAGONITE

TYPE: DRAGON-FLYING	
ABILITY: INNER FOCUS	
7'3" / 463 lbs.	EGG: WATER 1 / DRAGON
AVAILABILITY:	

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#147	#148	#149
WRAP	NRM	1	1	1
LEER	NRM	1	1	1
THUNDER WAVE	ELC	–	1	1
TWISTER	DRG	–	1	1
THUNDER WAVE	ELC	8	8	8
TWISTER	DRG	15	15	15
DRAGON RAGE	DRG	22	22	22
SLAM	NRM	29	29	29
AGILITY	PSY	36	38	38
SAFEGUARD	NRM	43	47	47
WING ATTACK	FLY	–	–	55
OUTRAGE	DRG	50	56	61
HYPER BEAM	NRM	57	65	75

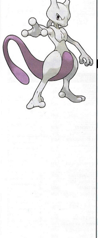
TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#147	#148	#149
01 FOCUS PUNCH	FTG	–	–	●
02 DRAGON CLAW	DRG	–	–	●
03 WATER PULSE	WTR	●	●	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
07 HAIL	ICE	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
13 ICE BEAM	ICE	●	●	●
14 BLIZZARD	ICE	●	●	●
15 HYPER BEAM	NRM	●	●	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
20 SAFEGUARD	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
24 THUNDERBOLT	ELC	●	●	●
25 THUNDER	ELC	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
31 BRICK BREAK	FTG	–	–	●
32 DOUBLE TEAM	NRM	●	●	●
34 SHOCK WAVE	ELC	●	●	●
35 FLAMETHROWER	FIRE	●	●	●
37 SANDSTORM	RCK	–	–	●
38 FIRE BLAST	FIRE	●	●	●
39 ROCK TOMB	RCK	–	–	●
40 AERIAL ACE	FLY	–	–	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
47 STEEL WING	STL	–	–	●
HM01 CUT	NRM	–	–	●
HM02 FLY	FLY	–	–	●
HM03 SURF	WTR	●	●	●
HM04 STRENGTH	NRM	–	–	●
HM06 ROCK SMASH	FTG	–	–	●
HM07 WATERFALL	WTR	●	●	●
HM08 DIVE	WTR	–	–	●
EG LIGHT SCREEN	PSY	●	–	–
EG MIST	ICE	●	–	–
EG HAZE	ICE	●	–	–
EG SUPERSONIC	NRM	●	–	–
EG DRAGONBREATH	DRG	●	–	–
EG DRAGON DANCE	DRG	●	–	–
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM MIMIC	NRM	●	●	●
LM THUNDER WAVE	ELC	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#150 MEWTWO

TYPE: PSYCHIC	
ABILITY: PRESSURE	
6'7" / 269 lbs.	EGG: NONE
AVAILABILITY:	

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#150
CONFUSION	PSY	1
DISABLE	NRM	1
BARRIER	PSY	11
MIST	ICE	22
SWIFT	NRM	33
RECOVER	NRM	44
SAFEGUARD	NRM	55
PSYCHIC	PSY	66
PSYCH UP	NRM	77
FUTURE SIGHT	PSY	88
AMNESIA	PSY	99

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#150
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
08 BULK UP	FTG	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
48 SKILL SWAP	PSY	●
49 SNATCH	DRK	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#151 MEW

TYPE: UNKNOWN

ABILITY: UNKNOWN

Unknown Data | EGG: UNKNOWN

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#151
UNKNOWN		

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#151
UNKNOWN		

LEGENDARY POKéMON ALERT!

Mew is truly the stuff of legend, and its Pokédex data remains to be seen. How you can meet and catch the Pokémon is a major mystery.

#152 CHIKORITA

TYPE: GRASS

ABILITY: OVERGROW

2'11" / 14 lbs. | EGG: MONSTER / GRASS

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 16

#153 BAYLEEF

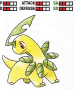
TYPE: GRASS

ABILITY: OVERGROW

3'11" / 35 lbs. | EGG: MONSTER / GRASS

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD



EVOLVES AT LEVEL 32

#154 MEGANIUM

TYPE: GRASS

ABILITY: OVERGROW

5'11" / 222 lbs. | EGG: MONSTER / GRASS

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Chikorita, the beginning of this evolutionary series, is to Snag the single Bayleef in Pokémon Colosseum's Story mode, then breed Chikorita from it or Meganium—see page 25 for full details.

LEVEL-UP MOVES

ATTACK	TYPE	#152	#153	#154
TACKLE	NRM	1	1	1
GROWL	NRM	1	1	1
RAZOR LEAF	GRS	–	1	1
REFLECT	PSY	–	1	1
RAZOR LEAF	GRS	8	8	8
REFLECT	PSY	12	12	12
POISONPOWDER	PSN	15	15	15
SYNTHESIS	GRS	22	23	23
BODY SLAM	NRM	29	31	31
LIGHT SCREEN	PSY	36	39	41
SAFEGUARD	NRM	43	47	51
SOLARBEAM	GRS	50	55	61

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#152	#153	#154
06 TOXIC	PSN	●	●	●
09 BULLET SEED	GRS	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
16 LIGHT SCREEN	PSY	●	●	●
17 PROTECT	NRM	●	●	●
19 GIGA DRAIN	GRS	●	●	●
20 SAFEGUARD	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
22 SOLARBEAM	GRS	●	●	●
23 IRON TAIL	STL	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
33 REFLECT	PSY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM01 CUT	NRM	●	●	●
HM04 STRENGTH	NRM	–	●	●
HM05 FLASH	NRM	●	●	●
HM06 ROCK SMASH	FTG	–	●	●
EG VINE WHIP	GRS	●	–	–
EG LEECH SEED	GRS	●	–	–
EG COUNTER	FTG	●	–	–
EG ANCIENTPOWER	RCK	●	–	–
EG FLAIL	NRM	●	–	–
EG NATURE POWER	NRM	●	–	–
EG INGRAIN	GRS	●	–	–
EG GRASSWHISTLE	GRS	●	–	–
LM SWORDS DANCE	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#161 SENTRET

TYPE: NORMAL

ABILITY: RUN AWAY / KEEN EYE

2'7" / 13 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

ATTACK	TYPE	#161	#162
LEVEL-UP MOVES			
SCRATCH	NRM	1	1
DEFENSE CURL	NRM	–	1
QUICK ATTACK	NRM	–	1
DEFENSE CURL	NRM	4	4
QUICK ATTACK	NRM	7	7
FURY SWIPES	NRM	12	12
HELPING HAND	NRM	17	19
SLAM	NRM	24	28
FOLLOW ME	NRM	31	37
REST	PSY	40	48
AMNESIA	PSY	49	59

EVOLVES AT LEVEL 15

#162 FURRET

TYPE: NORMAL

ABILITY: RUN AWAY / KEEN EYE

5'11" / 72 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#161	#162
01 FOCUS PUNCH	FTG	●	●
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	–	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
23 IRON TAIL	STL	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	–	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM03 SURF	WTR	●	●
HM04 STRENGTH	NRM	–	●
HM06 ROCK SMASH	FTG	–	●
EG DOUBLE-EDGE	NRM	●	–
EG PURSUIT	DRK	●	–
EG SLASH	NRM	●	–
EG FOCUS ENERGY	NRM	●	–
EG REVERSAL	FTG	●	–
EG SUBSTITUTE	NRM	●	–
EG TRICK	PSY	●	–
EG ASSIST	NRM	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#163 HOOTHOOT

TYPE: NORMAL-FLYING

ABILITY: INSOMNIA / KEEN EYE

2'4" / 47 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

ATTACK	TYPE	#163	#164
LEVEL-UP MOVES			
TACKLE	NRM	1	1
GROWL	NRM	1	1
FORESIGHT	NRM	–	1
PECK	FLY	–	1
FORESIGHT	NRM	6	6
PECK	FLY	11	11
HYPNOSIS	PSY	16	16
REFLECT	PSY	22	25
TAKE DOWN	NRM	28	33
CONFUSION	PSY	34	41
DREAM EATER	PSY	48	57

EVOLVES AT LEVEL 20

#164 NOCTOWL

TYPE: NORMAL-FLYING

ABILITY: INSOMNIA / KEEN EYE

5'3" / 90 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Hoothoot, the beginning of this evolutionary series, is to Snag the single Noctowl in Pokémon Colosseum's Story mode, then breed Hoothoot from it—see page 25 for full details.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#163	#164
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
47 STEEL WING	STL	●	●
HM02 FLY	FLY	●	●
HM05 FLASH	NRM	●	●
EG MIRROR MOVE	FLY	●	–
EG SUPERSONIC	NRM	●	–
EG FAINT ATTACK	DRK	●	–
EG WING ATTACK	FLY	●	–
EG WHIRLWIND	NRM	●	–
EG SKY ATTACK	FLY	●	–
EG FEATHERDANCE	FLY	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM SUBSTITUTE	NRM	●	●

#155 CYNDAQUIL

TYPE: FIRE

ABILITY: BLAZE

1'8" / 17 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES				
ATTACK	TYPE	#155	#156	#157
TACKLE	NRM	1	1	1
LEER	NRM	1	1	1
SMOKESCREEN	NRM	–	1	1
EMBER	FIRE	–	–	1
SMOKESCREEN	NRM	6	6	6
EMBER	FIRE	12	12	12
QUICK ATTACK	NRM	19	21	21
FLAME WHEEL	FIRE	27	31	31
SWIFT	NRM	36	42	45
FLAMETHROWER	FIRE	46	54	60

EVOLVES AT LEVEL 14

#156 QUILAVA

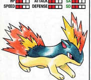
TYPE: FIRE

ABILITY: BLAZE

2'11" / 42 lbs. | EGG: FIELD

AVAILABILITY: ●

HP ATTACK SA
SPEED DEFENSE SD



EVOLVES AT LEVEL 36

#157 TYPHLOSION

TYPE: FIRE

ABILITY: BLAZE

5'7" / 175 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES				
ATTACK	TYPE	#155	#156	#157
01 FOCUS PUNCH	FTG	–	●	●
05 ROAR	NRM	–	●	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
21 FRUSTRATION	NRM	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	–	●	●
32 DOUBLE TEAM	NRM	●	●	●
35 FLAMETHROWER	FIRE	●	●	●
38 FIRE BLAST	FIRE	●	●	●
40 AERIAL ACE	FLY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
50 OVERHEAT	FIRE	●	●	●
HM01 CUT	NRM	●	●	●
HM04 STRENGTH	NRM	–	●	●
HM06 ROCK SMASH	FTG	–	●	●
EG FURY SWIPES	NRM	●	–	–
EG QUICK ATTACK	NRM	●	–	–
EG REVERSAL	FTG	●	–	–
EG THRASH	NRM	●	–	–
EG FORESIGHT	NRM	●	–	–
EG COVET	NRM	●	–	–
EG HOWL	NRM	●	–	–
EG CRUSH CLAW	NRM	●	–	–
LM MEGA PUNCH	NRM	–	–	●
LM MEGA KICK	NRM	–	–	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	–	–	●
LM SEISMIC TOSS	FTG	–	–	●
LM MIMIC	NRM	●	●	●
LM ROCK SLIDE	RCK	–	–	●
LM SUBSTITUTE	NRM	●	●	●

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Cyndaquil, the beginning of this evolutionary series, is to Snag the single Quilava in Pokémon Colosseum's Story mode, then breed Cyndaquil from it or Typhlosion—see page 25 for full details.

#158 TOTODILE

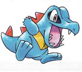
TYPE: WATER

ABILITY: TORRENT

2'0" / 21 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES				
ATTACK	TYPE	#158	#159	#160
SCRATCH	NRM	1	1	1
LEER	NRM	1	1	1
RAGE	NRM	–	1	1
WATER GUN	WTR	–	–	1
RAGE	NRM	7	7	7
WATER GUN	FIRE	13	13	13
BITE	DRK	20	21	21
SCARY FACE	NRM	27	28	28
SLASH	NRM	35	37	38
SCREECH	NRM	43	45	47
HYDRO PUMP	WTR	52	55	58

EVOLVES AT LEVEL 18

#159 CROCONAW

TYPE: WATER

ABILITY: TORRENT

3'7" / 55 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY: ●

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 30

#160 FERALIGATR

TYPE: WATER

ABILITY: TORRENT

7'7" / 196 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES				
ATTACK	TYPE	#158	#159	#160
01 FOCUS PUNCH	FTG	●	●	●
02 DRAGON CLAW	DRG	–	–	●
03 WATER PULSE	WTR	●	●	●
05 ROAR	NRM	–	●	●
06 TOXIC	PSN	●	●	●
07 HAIL	ICE	●	●	●
10 HIDDEN POWER	NRM	●	●	●
13 ICE BEAM	ICE	●	●	●
14 BLIZZARD	ICE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
26 EARTHQUAKE	GRD	–	–	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
40 AERIAL ACE	FLY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM01 CUT	NRM	●	●	●
HM03 SURF	WTR	●	●	●
HM04 STRENGTH	NRM	–	●	●
HM06 ROCK SMASH	FTG	–	●	●
HM07 WATERFALL	WTR	●	●	●
HM08 DIVE	WTR	●	●	●
EG CRUNCH	DRK	●	–	–
EG THRASH	NRM	●	–	–
EG HYDRO PUMP	WTR	●	–	–
EG ANCIENTPOWER	RCK	●	–	–
EG ROCK SLIDE	RCK	●	–	–
EG MUD SPORT	GRD	●	–	–
EG WATER SPORT	WTR	●	–	–
EG DRAGON CLAW	DRG	●	–	–
LM MEGA PUNCH	NRM	●	●	●
LM SWORDS DANCE	NRM	●	●	●
LM MEGA KICK	NRM	●	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	●	●	●
LM SEISMIC TOSS	FTG	●	●	●
LM MIMIC	NRM	●	●	●
LM ROCK SLIDE	RCK	●	●	●
LM SUBSTITUTE	NRM	●	●	●

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Totodile, the beginning of this evolutionary series, is to Snag the single Croconaw in Pokémon Colosseum's Story mode, then breed Totodile from it or Feraligatr—see page 25 for full details.

#169 CROBAT

TYPE: POISON-FLYING

ABILITY: INNER FOCUS

5'11" / 165 lbs. | EGG: FLYING

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#169
SCREECH	NRM	1
LEECH LIFE	NRM	1
ASTONISH	GHO	1
SUPERSONIC	NRM	1
ASTONISH	GHO	6
SUPERSONIC	NRM	11
BITE	DRK	16
WING ATTACK	FLY	21
CONFUSE RAY	GHO	28
AIR CUTTER	FLY	35
MEAN LOOK	NRM	42
POISON FANG	PSN	49
HAZE	ICE	56

EVOLUTIONARY CONNECTION

Crobat will evolve from Golbat (see page 104) when your Friendship with Golbat is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#169
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
19 GIGA DRAIN	GRS	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
36 SLUDGE BOMB	PSN	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
49 SNATCH	DRK	●
HM02 FLY	FLY	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#170 CHINCHOU

TYPE: WATER-ELECTRIC

ABILITY: VOLT ABSORB / ILLUMINATE

1'8" / 26 lbs. | EGG: WATER 2

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 27

#171 LANTURN

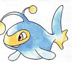
TYPE: WATER-ELECTRIC

ABILITY: VOLT ABSORB / ILLUMINATE

3'11" / 50 lbs. | EGG: WATER 2

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

ATTACK	TYPE	#170	#171
BUBBLE	WTR	1	1
THUNDER WAVE	ELC	1	1
SUPERSONIC	NRM	–	1
SUPERSONIC	NRM	5	5
FLAIL	NRM	13	13
WATER GUN	WTR	17	17
SPARK	ELC	25	25
CONFUSE RAY	GHO	29	32
TAKE DOWN	NRM	37	43
HYDRO PUMP	WTR	41	50
CHARGE	ELC	49	61

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#170	#171
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM05 FLASH	NRM	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG FLAIL	NRM	●	–
EG SCREECH	NRM	●	–
EG AMNESIA	PSY	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#172 PICHU

TYPE: ELECTRIC

ABILITY: STATIC

1'0" / 4 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#172
THUNDERSHOCK	ELC	1
CHARM	NRM	1
TAIL WHIP	NRM	6
THUNDER WAVE	ELC	8
SWEET KISS	NRM	11

FRIENDSHIP EVOLUTION

Pichu will evolve into Pikachu (see page 100) when your Friendship is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#172
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM05 FLASH	NRM	●
EG REVERSAL	FTG	●
EG BIDE	NRM	●
EG PRESENT	NRM	●
EG ENCORE	NRM	●
EG DOUBLESLAP	NRM	●
EG WISH	NRM	●
EG CHARGE	ELC	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#173 CLEFFA

TYPE: NORMAL

ABILITY: CUTE CHARM

1'0" / 7 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#173
POUND	NRM	1
CHARM	NRM	1
ENCORE	NRM	4
SING	NRM	8
SWEET KISS	NRM	13
MAGICAL LEAF	GRS	17

FRIENDSHIP EVOLUTION

Cleffa will evolve into Clefairy (see page 102) when your Friendship is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#173
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
38 FIRE BLAST	FIRE	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM05 FLASH	NRM	●
EG PRESENT	NRM	●
EG METRONOME	NRM	●
EG AMNESIA	PSY	●
EG BELLY DRUM	NRM	●
EG BOUNCE	FLY	●
EG MIMIC	NRM	●
EG WISH	NRM	●
EG SUBSTITUTE	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM SOFTBOILED	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#165 LEDYBA

TYPE: BUG-FLYING

ABILITY: SWARM / EARLY BIRD

3'3" / 24 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#165	#166
TACKLE	NRM	1	1
SUPERSONIC	NRM	–	1
SUPERSONIC	NRM	8	8
COMET PUNCH	NRM	15	15
LIGHT SCREEN	PSY	22	24
REFLECT	PSY	22	24
SAFEGUARD	NRM	22	24
BATON PASS	NRM	29	33
SWIFT	NRM	36	42
AGILITY	PSY	43	51
DOUBLE-EDGE	NRM	50	60

EVOLVES AT LEVEL 18

#166 LEDIAN

TYPE: BUG-FLYING

ABILITY: SWARM / EARLY BIRD

4'7" / 78 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#165	#166
01 FOCUS PUNCH	FTG	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM05 FLASH	NRM	●	●
EG PSYBEAM	PSY	●	–
EG BIDE	NRM	●	–
EG SILVER WIND	BUG	●	–
LM MEGA PUNCH	NRM	●	●
LM SWORDS DANCE	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#167 SPINARAK

TYPE: BUG-POISON

ABILITY: SWARM / INSOMNIA

1'8" / 19 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#167	#168
POISON STING	PSN	1	1
STRING SHOT	BUG	1	1
SCARY FACE	NRM	–	1
CONSTRICT	NRM	–	1
SCARY FACE	NRM	6	6
CONSTRICT	NRM	11	11
NIGHT SHADE	GHO	17	17
LEECH LIFE	BUG	23	25
FURY SWIPES	NRM	30	34
SPIDER WEB	BUG	37	43
AGILITY	PSY	45	53
PSYCHIC	PSY	53	63

EVOLVES AT LEVEL 22

#168 ARIADOS

TYPE: BUG-POISON

ABILITY: SWARM / INSOMNIA

3'7" / 74 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#167	#168
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
29 PSYCHIC	PSY	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM05 FLASH	NRM	●	●
EG PSYBEAM	PSY	●	–
EG DISABLE	NRM	●	–
EG SONICBOOM	NRM	●	–
EG BATON PASS	NRM	●	–
EG PURSUIT	DRK	●	–
EG SIGNAL BEAM	BUG	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#174 IGGLYBUFF

TYPE: NORMAL

ABILITY: CUTE CHARM

1'0" / 2 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#174
SING	NRM	1
CHARM	NRM	1
DEFENSE CURL	NRM	4
POUND	NRM	9
SWEET KISS	NRM	14

FRIENDSHIP EVOLUTION

Igglybuff will evolve into Jigglypuff (see page 103) when your Friendship is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#174
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
38 FIRE BLAST	FIRE	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM05 FLASH	NRM	●
EG PERISH SONG	NRM	●
EG PRESENT	NRM	●
EG FAINT ATTACK	DRK	●
EG WISH	NRM	●
EG FAKE TEARS	DRK	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#175 TOGEPI

TYPE: NORMAL

ABILITY: HUSTLE / SERENE GRACE

1'0" / 3 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

FRIENDSHIP EVOLUTION

#176 TOGETIC

TYPE: NORMAL-FLYING

ABILITY: HUSTLE / SERENE GRACE

2'0" / 7 lbs. | EGG: FLYING / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#175	#176
GROWL	NRM	1	1
CHARM	NRM	1	1
MAGICAL LEAF	GRS	–	1
METRONOME	NRM	–	1
SWEET KISS	NRM	–	1
METRONOME	NRM	4	4
SWEET KISS	NRM	9	9
YAWN	NRM	13	13
ENCORE	NRM	17	17
ANCIENTPOWER	RCK	21	21
FOLLOW ME	NRM	25	25
WISH	NRM	29	29
SAFEGUARD	NRM	33	33
DOUBLE-EDGE	NRM	37	37
BATON PASS	NRM	41	41

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#175	#176
01 FOCUS PUNCH	FTG	–	●
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	–	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
38 FIRE BLAST	FIRE	●	●
40 AERIAL ACE	FLY	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
47 STEEL WING	STL	–	●
HM02 FLY	FLY	–	●
HM05 FLASH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG PRESENT	NRM	●	–
EG MIRROR MOVE	FLY	●	–
EG PECK	FLY	●	–
EG FORESIGHT	NRM	●	–
EG FUTURE SIGHT	PSY	●	–
EG SUBSTITUTE	NRM	●	–
EG PSYCH UP	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM METRONOME	NRM	●	●
LM SOFTBOILED	NRM	●	●
LM DREAM EATER	PSY	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#177 NATU

TYPE: PSYCHIC-FLYING

ABILITY: SYNCHRONIZE / EARLY BIRD

0'8" / 4 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#177	#178
PECK	FLY	1	1
LEER	NRM	1	1
NIGHT SHADE	GHO	10	10
TELEPORT	PSY	20	20
WISH	NRM	30	35
FUTURE SIGHT	PSY	30	35
CONFUSE RAY	GHO	40	50
PSYCHIC	PSY	50	65

EVOLVES AT LEVEL 25

#178 XATU

TYPE: PSYCHIC-FLYING

ABILITY: SYNCHRONIZE / EARLY BIRD

4'11" / 33 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#177	#178
04 CALM MIND	PSY	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
40 AERIAL ACE	FLY	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
47 STEEL WING	STL	●	●
48 SKILL SWAP	PSY	●	●
HM02 FLY	FLY	–	●
HM05 FLASH	NRM	●	●
EG HAZE	ICE	●	–
EG DRILL PECK	FLY	●	–
EG QUICK ATTACK	NRM	●	–
EG FAINT ATTACK	DRK	●	–
EG STEEL WING	STL	●	–
EG PSYCH UP	NRM	●	–
EG FEATHERDANCE	FLY	●	–
EG REFRESH	NRM	●	–
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#179 MAREEP

TYPE: ELECTRIC

ABILITY: STATIC

2'0" / 17 lbs. | EGG: MONSTER / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#179	#180	#181
TACKLE	NRM	1	1	1
GROWL	NRM	1	1	1
THUNDERSHOCK	ELC	–	1	1
THUNDER WAVE	ELC	–	–	1
THUNDERSHOCK	ELC	9	9	9
THUNDER WAVE	ELC	16	18	18
COTTON SPORE	GRS	23	27	27
THUNDERPUNCH	ELC	–	–	30
LIGHT SCREEN	PSY	30	36	42
THUNDER	ELC	37	45	57

EVOLVES AT LEVEL 15

#180 FLAAFFY

TYPE: ELECTRIC

ABILITY: STATIC

2'7" / 29 lbs. | EGG: MONSTER / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 30

#181 AMPHAROS

TYPE: ELECTRIC

ABILITY: STATIC

4'7" / 136 lbs. | EGG: MONSTER / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#179	#180	#181
01 FOCUS PUNCH	FTG	–	●	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
15 HYPER BEAM	NRM	–	–	●
16 LIGHT SCREEN	PSY	●	●	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	●	●	●
24 THUNDERBOLT	ELC	●	●	●
25 THUNDER	ELC	●	●	●
27 RETURN	NRM	●	●	●
31 BRICK BREAK	FTG	–	●	●
32 DOUBLE TEAM	NRM	●	●	●
34 SHOCK WAVE	ELC	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM04 STRENGTH	NRM	–	●	●
HM05 FLASH	NRM	●	●	●
HM06 ROCK SMASH	FTG	–	●	●
EG TAKE DOWN	NRM	●	–	–
EG BODY SLAM	NRM	●	–	–
EG SAFEGUARD	NRM	●	–	–
EG SCREECH	NRM	●	–	–
EG REFLECT	PSY	●	–	–
EG ODOR SLEUTH	NRM	●	–	–
EG CHARGE	ELC	●	–	–
LM MEGA PUNCH	NRM	–	●	●
LM MEGA KICK	NRM	–	●	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	–	●	●
LM SEISMIC TOSS	FTG	–	●	●
LM MIMIC	NRM	●	●	●
LM THUNDER WAVE	ELC	●	●	●
LM SUBSTITUTE	NRM	●	●	●

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Mareep, the beginning of this evolutionary series, is to Snag the single Flaaffy in Pokémon Colosseum's Story mode, then breed Mareep from it or Ampharos—see page 25 for full details.

#182 BELLOSSOM

TYPE: GRASS

ABILITY: CHLOROPHYLL

1'4" / 13 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#182
ABSORB	GRS	1
SWEET SCENT	NRM	1
STUN SPORE	GRS	1
MAGICAL LEAF	GRS	1
PETAL DANCE	GRS	44
SOLARBEAM	GRS	55

DIVERGENT EVOLUTION

Bellossom will evolve from Gloom (see page 104) if you give Gloom a Sun Stone. (If you give Gloom a Leaf Stone, it will instead evolve into Vileplume.)

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#182
06 TOXIC	PSN	●
09 BULLET SEED	GRS	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
19 GIGA DRAIN	GRS	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
36 SLUDGE BOMB	PSN	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM01 CUT	NRM	●
HM05 FLASH	NRM	●
LM SWORDS DANCE	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#183 MARILL

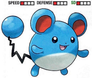
TYPE: WATER

ABILITY: THICK FAT / HUGE POWER

1'4" / 19 lbs. | EGG: WATER 1 / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



EVOLVES AT LEVEL 18

#184 AZUMARILL

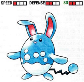
TYPE: WATER

ABILITY: THICK FAT / HUGE POWER

2'7" / 63 lbs. | EGG: WATER 1 / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



BABY POKéMON ALERT!

Normally, when you breed from Marill or Azumarill, you'll hatch a Marill. But if you have Marill hold a Sea Incense while it's breeding, it will instead produce the baby Pokémon, Azurill (see page 174), which can learn level-up moves that the others can't.

LEVEL-UP MOVES

ATTACK	TYPE	#183	#184
TACKLE	NRM	1	1
DEFENSE CURL	NRM	–	1
TAIL WHIP	NRM	–	1
WATER GUN	WTR	–	1
DEFENSE CURL	NRM	3	3
TAIL WHIP	NRM	6	6
WATER GUN	WTR	10	10
ROLLOUT	RCK	15	15
BUBBLEBEAM	WTR	21	24
DOUBLE-EDGE	NRM	28	34
RAIN DANCE	WTR	36	45
HYDRO PUMP	WTR	45	57

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#183	#184
01 FOCUS PUNCH	FTG	●	●
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG LIGHT SCREEN	PSY	●	–
EG PRESENT	NRM	●	–
EG AMNESIA	PSY	●	–
EG FUTURE SIGHT	PSY	●	–
EG BELLY DRUM	NRM	●	–
EG PERISH SONG	NRM	●	–
EG SUPERSONIC	NRM	●	–
EG SUBSTITUTE	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#185 SUDOWOODO

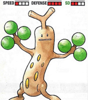
TYPE: ROCK

ABILITY: STURDY / ROCK HEAD

3'11" / 84 lbs. | EGG: MINERAL

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#185
ROCK THROW	RCK	1
MIMIC	NRM	1
FLAIL	NRM	9
LOW KICK	FTG	17
ROCK SLIDE	RCK	25
BLOCK	NRM	33
FAINT ATTACK	DRK	41
SLAM	NRM	49
DOUBLE-EDGE	NRM	57

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#185
01 FOCUS PUNCH	FTG	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG SELFDESTRUCT	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM EXPLOSION	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#186 POLITOED

TYPE: WATER

ABILITY: WATER ABSORB / DAMP

3'7" / 75 lbs. | EGG: WATER 1

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#186
WATER GUN	WTR	1
HYPNOSIS	PSY	1
DOUBLESLAP	NRM	1
PERISH SONG	NRM	1
PERISH SONG	NRM	35
SWAGGER	NRM	51

DIVERGENT EVOLUTION

Politoed will evolve from Poliwhirl (see page 108) if you trade Poliwhirl while it's holding a King's Rock. (If you give Poliwhirl a Water Stone, it will instead evolve into Poliwrath.)

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#186
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
HM07 WATERFALL	WTR	●
HM08 DIVE	WTR	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM SUBSTITUTE	NRM	●

#187 HOPPIP

TYPE: GRASS-FLYING

ABILITY: CHLOROPHYLL

1'4" / 1 lbs. | EGG: FARIY / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#187	#188	#189
SPLASH	NRM	1	1	1
SYNTHESIS	GRS	–	1	1
TAIL WHIP	NRM	–	1	1
TACKLE	NRM	–	1	1
SYNTHESIS	GRS	5	5	5
TAIL WHIP	NRM	5	5	5
TACKLE	NRM	10	10	10
POISONPOWDER	PSN	13	13	13
STUN SPORE	GRS	15	15	15
SLEEP POWDER	GRS	17	17	17
LEECH SEED	GRS	20	22	22
COTTON SPORE	GRS	25	29	33
MEGA DRAIN	GRS	30	36	44

EVOLVES AT LEVEL 18

#188 SKIPLOOM

TYPE: GRASS-FLYING

ABILITY: CHLOROPHYLL

2'0" / 2 lbs. | EGG: FAIRY / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 27

#189 JUMPLUFF

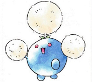
TYPE: GRASS-FLYING

ABILITY: CHLOROPHYLL

2'7" / 7 lbs. | EGG: FAIRY / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#187	#188	#189
06 TOXIC	PSN	●	●	●
09 BULLET SEED	GRS	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
15 HYPER BEAM	NRM	–	–	●
17 PROTECT	NRM	●	●	●
19 GIGA DRAIN	GRS	●	●	●
21 FRUSTRATION	NRM	●	●	●
22 SOLARBEAM	GRS	●	●	●
27 RETURN	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
40 AERIAL ACE	FLY	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM05 FLASH	NRM	●	●	●
EG CONFUSION	PSY	●	–	–
EG ENCORE	NRM	●	–	–
EG DOUBLE-EDGE	NRM	●	–	–
EG REFLECT	PSY	●	–	–
EG AMNESIA	PSY	●	–	–
EG HELPING HAND	NRM	●	–	–
EG PSYCH UP	NRM	●	–	–
LM SWORDS DANCE	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM MIMIC	NRM	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#190 AIPOM

TYPE: NORMAL

ABILITY: RUN AWAY / PICKUP

2'7" / 25 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#190
SCRATCH	NRM	1
TAIL WHIP	NRM	1
SAND-ATTACK	GRD	6
ASTONISH	GHO	13
BATON PASS	NRM	18
TICKLE	NRM	25
FURY SWIPES	NRM	31
SWIFT	NRM	38
SCREECH	NRM	43
AGILITY	PSY	50

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#190
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
28 DIG	GRD	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
49 SNATCH	DRK	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG COUNTER	FTG	●
EG SCREECH	NRM	●
EG PURSUIT	DRK	●
EG AGILITY	PSY	●
EG SPITE	GHO	●
EG SLAM	NRM	●
EG DOUBLESLAP	NRM	●
EG BEAT UP	DRK	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#191 SUNKERN

TYPE: GRASS

ABILITY: CHLOROPHYLL

1'0" / 4 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#191	#192
ABSORB	GRS	1	1
POUND	NRM	–	1
GROWTH	NRM	6	6
MEGA DRAIN	GRS	13	–
RAZOR LEAF	GRS	–	13
INGRAIN	GRS	18	18
ENDEAVOR	NRM	25	–
BULLET SEED	GRS	–	25
SUNNY DAY	FIRE	30	30
SYNTHESIS	GRS	37	–
PETAL DANCE	GRS	–	37
GIGA DRAIN	GRS	42	–
SOLARBEAM	GRS	–	42

EVOLVES WITH SUN STONE

#192 SUNFLORA

TYPE: GRASS

ABILITY: CHLOROPHYLL

2'7" / 19 lbs. | EGG: GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Sunkern, the beginning of this evolutionary series, is to Snag the single Sunflora in Pokémon Colosseum's Story mode, then breed Sunkern from it—see page 25 for full details.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#191	#192
06 TOXIC	PSN	●	●
09 BULLET SEED	GRS	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
20 SAFEGUARD	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM01 CUT	NRM	●	●
HM05 FLASH	NRM	●	●
EG GRASSWHISTLE	GRS	●	–
EG ENCORE	NRM	●	–
EG LEECH SEED	GRS	●	–
EG NATURE POWER	NRM	●	–
EG CURSE	???	●	–
EG HELPING HAND	NRM	●	–
LM SWORDS DANCE	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#193 YANMA

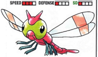
TYPE: BUG-FLYING

ABILITY: SPEED BOOST / COMPOUNDEYES

3'11" / 84 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#193
TACKLE	NRM	1
FORESIGHT	NRM	1
QUICK ATTACK	NRM	6
DOUBLE TEAM	NRM	12
SONICBOOM	NRM	17
HYPNOSIS	PSY	23
DETECT	FTG	28
UPROAR	NRM	34
WING ATTACK	FLY	39
SUPERSONIC	NRM	45
SCREECH	NRM	50

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#193
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
19 GIGA DRAIN	GRS	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM05 FLASH	NRM	●
EG WHIRLWIND	NRM	●
EG REVERSAL	FTG	●
EG LEECH LIFE	BUG	●
EG SIGNAL BEAM	BUG	●
EG SILVER WIND	BUG	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#194 WOOPER

TYPE: WATER-GROUND

ABILITY: DAMP / WATER ABSORB

1'4" / 19 lbs. | EGG: WATER 1 / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#194	#195
WATER GUN	WTR	1	1
TAIL WHIP	NRM	1	1
SLAM	NRM	11	11
MUD SHOT	GRD	16	16
AMNESIA	PSY	21	23
YAWN	NRM	31	35
EARTHQUAKE	GRD	36	42
RAIN DANCE	WTR	41	49
MIST	ICE	51	61
HAZE	ICE	51	61

EVOLVES AT LEVEL 20

#195 QUAGSIRE

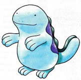
TYPE: WATER-GROUND

ABILITY: DAMP / WATER ABSORB

4'7" / 165 lbs. | EGG: WATER 1 / FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#194	#195
01 FOCUS PUNCH	FTG	–	●
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	–	●
32 DOUBLE TEAM	NRM	●	●
36 SLUDGE BOMB	PSN	●	●
37 SANDSTORM	RCK	●	●
39 ROCK TOMB	RCK	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM03 SURF	WTR	●	●
HM04 STRENGTH	NRM	–	●
HM05 FLASH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG BODY SLAM	NRM	●	–
EG ANCIENTPOWER	RCK	●	–
EG SAFEGUARD	NRM	●	–
EG CURSE	???	●	–
EG MUD SPORT	GRD	●	–
EG STOCKPILE	NRM	●	–
EG SWALLOW	NRM	●	–
EG SPIT UP	NRM	●	–
LM MEGA PUNCH	NRM	–	●
LM MEGA KICK	NRM	–	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	–	●
LM SEISMIC TOSS	FTG	–	●
LM MIMIC	NRM	●	●
LM SUBSTITUTE	NRM	●	●

#196 ESPEON

TYPE: PSYCHIC

ABILITY: SYNCHRONIZE

2'11" / 58 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#196
TACKLE	NRM	1
TAIL WHIP	NRM	1
HELPING HAND	NRM	1
SAND-ATTACK	GRD	8
CONFUSION	PSY	16
QUICK ATTACK	NRM	23
SWIFT	NRM	30
PSYBEAM	PSY	36
PSYCH UP	NRM	42
PSYCHIC	PSY	47
MORNING SUN	NRM	52

EVOLUTIONARY CONNECTION

Espeon evolves from Eevee (see page 129) by an unusual method that involves Friendship and Pokémon Ruby or Sapphire. Consult page 24 for full details.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#196
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
48 SKILL SWAP	PSY	●
HM01 CUT	NRM	●
HM05 FLASH	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#197 UMBREON

TYPE: DARK

ABILITY: SYNCHRONIZE

3'3" / 60 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA

SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#197
TACKLE	NRM	1
TAIL WHIP	NRM	1
HELPING HAND	NRM	1
SAND-ATTACK	GRD	8
PURSUIT	DRK	16
QUICK ATTACK	NRM	23
CONFUSE RAY	GHO	30
FAINT ATTACK	DRK	36
MEAN LOOK	NRM	42
SCREECH	NRM	47
MOONLIGHT	NRM	52

EVOLUTIONARY CONNECTION

Umbreon evolves from Eevee (see page 129) by an unusual method that involves Friendship and Pokémon Ruby or Sapphire. Consult page 24 for full details.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#197
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
49 SNATCH	DRK	●
HM01 CUT	NRM	●
HM05 FLASH	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#198 MURKROW

TYPE: DARK-FLYING

ABILITY: INSOMNIA

1'8" / 5 lbs. | EGG: FLYING

AVAILABILITY:

HP ATTACK SA

SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#198
PECK	FLY	1
ASTONISH	GHO	9
PURSUIT	DRK	14
HAZE	ICE	22
NIGHT SHADE	GHO	27
FAINT ATTACK	DRK	35
TAUNT	DRK	40
MEAN LOOK	NRM	48

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#198
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
49 SNATCH	DRK	●
HM02 FLY	FLY	●
EG WHIRLWIND	NRM	●
EG DRILL PECK	FLY	●
EG MIRROR MOVE	FLY	●
EG WING ATTACK	FLY	●
EG SKY ATTACK	FLY	●
EG CONFUSE RAY	GHO	●
EG FEATHERDANCE	FLY	●
EG PERISH SONG	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#199 SLOWKING

TYPE: WATER-PSYCHIC

ABILITY: OBLIVIOUS / OWN TEMPO

6'7" / 175 lbs. | EGG: MONSTER / WATER 1

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#199
CURSE	???	1
YAWN	NRM	1
TACKLE	NRM	1
GROWL	NRM	6
WATER GUN	WTR	13
CONFUSION	PSY	17
DISABLE	FTG	24
HEADBUTT	NRM	29
SWAGGER	NRM	36
PSYCHIC	PSY	40
PSYCH UP	NRM	47

HELD-ITEM/TRADE EVOLUTION

Slowking will evolve from Slowpoke (see page 112) if you trade Slowpoke while it's holding a King's Rock. (Slowpoke will also evolve into Slowbro if it reaches Level 37.)

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#199
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
35 FLAMETHROWER	FIRE	●
38 FIRE BLAST	FIRE	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
48 SKILL SWAP	PSY	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
HM08 DIVE	WTR	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#200 MISDREAVUS

TYPE: GHOST

ABILITY: LEVITATE

2'4" / 2 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#200
GROWL	NRM	1
PSYWAVE	PSY	1
SPITE	GHO	6
ASTONISH	GHO	11
CONFUSE RAY	GHO	17
MEAN LOOK	NRM	23
PSYBEAM	PSY	30
PAIN SPLIT	NRM	37
PERISH SONG	NRM	45
GRUDGE	GHO	53

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#200
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
48 SKILL SWAP	PSY	●
49 SNATCH	DRK	●
HM05 FLASH	NRM	●
EG SCREECH	NRM	●
EG DESTINY BOND	GHO	●
EG PSYCH UP	NRM	●
EG IMPRISON	PSY	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#201 UNOWN

TYPE: PSYCHIC

ABILITY: LEVITATE

1'8" / 11 lbs. | EGG: NONE

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD

THE INSIDE STORY ON THE UNOWN

The Unown are a mystery unto themselves. Though they are of the same runelike appearance, Unown come in many shapes—and who knows what it could all mean? See page 89 for more details about this fascinating kind of Pokémon.

LEVEL-UP MOVES

ATTACK	TYPE	#201
HIDDEN POWER	NRM	1

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#201

#202 WOBBUFFET

TYPE: PSYCHIC

ABILITY: SHADOW TAG

4'3" / 63 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP / ATTACK / SA / SPEED / DEFENSE / SD

BABY POKéMON ALERT!

Normally, when you breed from Wobbuffet, you'll hatch another Wobbuffet. But if you have it hold a Lax Incense while it's breeding, it will instead produce the baby Pokémon, Wynaut (see page 179). Each can learn level-up moves that the other can't.

LEVEL-UP MOVES

ATTACK	TYPE	#202
COUNTER	FTG	1
MIRROR COAT	PSY	1
SAFEGUARD	NRM	1
DESTINY BOND	GHO	1

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#202

#203 GIRAFARIG

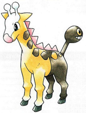
TYPE: NORMAL-PSYCHIC

ABILITY: INNER FOCUS / EARLY BIRD

4'11" / 91 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#203
TACKLE	NRM	1
GROWL	NRM	1
ASTONISH	GHO	7
CONFUSION	PSY	13
STOMP	NRM	19
ODOR SLEUTH	NRM	25
AGILITY	PSY	31
BATON PASS	NRM	37
PSYBEAM	PSY	43
CRUNCH	DRK	49

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#203
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
48 SKILL SWAP	PSY	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
EG TAKE DOWN	NRM	●
EG AMNESIA	PSY	●
EG FORESIGHT	NRM	●
EG FUTURE SIGHT	PSY	●
EG BEAT UP	DRK	●
EG PSYCH UP	NRM	●
EG WISH	NRM	●
EG MAGIC COAT	PSY	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#204 PINECO

TYPE: BUG

ABILITY: STURDY

2'0" / 16 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 31

#205 FORRETRESS

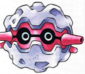
TYPE: BUG-STEEL

ABILITY: STURDY

3'11" / 277 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



POKéMON COLOSSEUM CONNECTION

The only way to acquire a Pineco, the beginning of this evolutionary series, is to Snag the single Forretress in Pokémon Colosseum's Story mode, then breed Pineco from it—see page 25 for full details.

LEVEL-UP MOVES

ATTACK	TYPE	#204	#205
TACKLE	NRM	1	1
PROTECT	NRM	1	1
SELFDESTRUCT	NRM	–	1
SELFDESTRUCT	NRM	8	8
TAKE DOWN	NRM	15	15
RAPID SPIN	NRM	22	22
BIDE	NRM	29	29
ZAP CANNON	ELC	–	31
EXPLOSION	NRM	36	39
SPIKES	GRD	43	49
DOUBLE-EDGE	NRM	50	59

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#204	#205
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
19 GIGA DRAIN	GRS	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
37 SANDSTORM	RCK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG REFLECT	PSY	●	–
EG PIN MISSILE	BUG	●	–
EG FLAIL	NRM	●	–
EG SWIFT	NRM	●	–
EG COUNTER	FTG	●	–
EG SAND TOMB	GRD	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM MIMIC	NRM	●	●
LM EXPLOSION	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#206 DUNSPARCE

TYPE: NORMAL

ABILITY: SERENE GRACE / RUN AWAY

4'11" / 31 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#206
RAGE	NRM	1
DEFENSE CURL	NRM	4
YAWN	NRM	11
GLARE	NRM	14
ROLLOUT	RCK	21
SPITE	GHO	24
PURSUIT	DRK	31
SCREECH	NRM	34
TAKE DOWN	NRM	41
FLAIL	NRM	44
ENDEAVOR	NRM	51

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#206
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG BIDE	NRM	●
EG ANCIENTPOWER	RCK	●
EG ROCK SLIDE	RCK	●
EG BITE	DRK	●
EG HEADBUTT	NRM	●
EG ASTONISH	GHO	●
EG CURSE	???	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#207 GLIGAR

TYPE: GROUND-FLYING

ABILITY: HYPER CUTTER / SAND VEIL

3'7" / 143 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#207
POISON STING	PSN	1
SAND-ATTACK	GRD	6
HARDEN	NRM	13
QUICK ATTACK	NRM	20
FAINT ATTACK	DRK	28
SLASH	NRM	36
SCREECH	NRM	44
GUILLOTINE	NRM	52

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#207
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
36 SLUDGE BOMB	PSN	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG METAL CLAW	STL	●
EG WING ATTACK	FLY	●
EG COUNTER	FTG	●
EG SAND TOMB	GRD	●
LM SWORDS DANCE	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#208 STEELIX

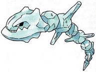
TYPE: STEEL-GROUND

ABILITY: ROCK HEAD / STURDY

30'2" / 882 lbs. | EGG: MINERAL

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



HELD ITEM/TRADE EVOLUTION

Steelix will evolve from the Ground-and-Rock-type Onix (see page 116) if you trade Onix while it's holding a Metal Coat.

LEVEL-UP MOVES

ATTACK	TYPE	#208
TACKLE	NRM	1
SCREECH	NRM	1
BIND	NRM	8
ROCK THROW	RCK	12
HARDEN	NRM	19
RAGE	NRM	23
DRAGONBREATH	DRG	30
SANDSTORM	RCK	34
SLAM	NRM	41
IRON TAIL	STL	45
CRUNCH	DRK	52
DOUBLE-EDGE	NRM	56

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#208
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM EXPLOSION	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#209 SNUBBULL

TYPE: NORMAL

ABILITY: INTIMIDATE / RUN AWAY

2'0" / 17 lbs. | EGG: FIELD / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 23

#210 GRANBULL

TYPE: NORMAL

ABILITY: INTIMIDATE / RUN AWAY

4'7" / 107 lbs. | EGG: FIELD / FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Snubbull, the beginning of this evolutionary series, is to Snag the single Granbull in Pokémon Colosseum's Story mode, then breed Snubbull from it—see page 25 for full details.

LEVEL-UP MOVES

ATTACK	TYPE	#209	#210
TACKLE	NRM	1	1
SCARY FACE	NRM	1	1
TAIL WHIP	NRM	4	4
CHARM	NRM	8	8
BITE	DRK	13	13
LICK	GHO	19	19
ROAR	NRM	26	28
RAGE	NRM	34	38
TAKE DOWN	NRM	43	49
CRUNCH	DRK	53	61

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#209	#210
01 FOCUS PUNCH	FTG	●	●
03 WATER PULSE	WTR	●	●
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
08 BULK UP	FTG	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
23 IRON TAIL	STL	–	●
24 THUNDERBOLT	ELC	●	●
25 THUNDER	ELC	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
30 SHADOW BALL	GHO	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
34 SHOCK WAVE	ELC	●	●
35 FLAMETHROWER	FIRE	●	●
36 SLUDGE BOMB	PSN	●	●
38 FIRE BLAST	FIRE	●	●
39 ROCK TOMB	RCK	–	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
50 OVERHEAT	FIRE	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG METRONOME	NRM	●	–
EG FAINT ATTACK	DRK	●	–
EG REFLECT	PSY	●	–
EG PRESENT	NRM	●	–
EG CRUNCH	DRK	●	–
EG HEAL BELL	NRM	●	–
EG SNORE	NRM	●	–
EG SMELLINGSALT	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM METRONOME	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM ROCK SLIDE	RCK	–	●
LM SUBSTITUTE	NRM	●	●

#211 QWILFISH

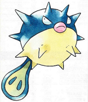
TYPE: WATER-POISON

ABILITY: POISON POINT / SWIFT SWIM

1'8" / 9 lbs. | EGG: WATER 2

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#211
SPIKES	GRD	1
TACKLE	NRM	1
POISON STING	PSN	1
HARDEN	NRM	9
MINIMIZE	NRM	9
WATER GUN	WTR	13
PIN MISSILE	BUG	21
REVENGE	FTG	25
TAKE DOWN	NRM	33
HYDRO PUMP	WTR	37
DESTINY BOND	GHO	45

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#211
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
36 SLUDGE BOMB	PSN	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM07 WATERFALL	WTR	●
HM08 DIVE	WTR	●
EG FLAIL	NRM	●
EG HAZE	ICE	●
EG BUBBLEBEAM	WTR	●
EG SUPERSONIC	NRM	●
EG ASTONISH	GHO	●
LM SWORDS DANCE	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#212 SCIZOR

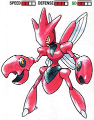
TYPE: BUG-STEEL

ABILITY: SWARM

5'11" / 260 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



HELD ITEM/TRADE EVOLUTION

Scizor will evolve from the Bug-and-Flying-type Scyther (see page 125) if you trade Scyther while it's holding a Metal Coat.

LEVEL-UP MOVES

ATTACK	TYPE	#212
QUICK ATTACK	NRM	1
LEER	NRM	1
FOCUS ENERGY	NRM	6
PURSUIT	DRK	11
FALSE SWIPE	NRM	16
AGILITY	PSY	21
METAL CLAW	STL	26
SLASH	NRM	31
SWORDS DANCE	NRM	36
IRON DEFENSE	STL	41
FURY CUTTER	BUG	46

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#212
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
37 SANDSTORM	RCK	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
LM SWORDS DANCE	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#213 SHUCKLE

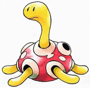
TYPE: BUG-ROCK

ABILITY: STURDY

2'0" / 45 lbs. | EGG: BUG

AVAILABILITY: ● (1 of 6)

HP ■□□□ ATTACK ■□□□ SA ■□□□
SPEED ■□□□ DEFENSE ■■■■ SD ■■■■



LEVEL-UP MOVES

ATTACK	TYPE	#213
CONSTRICT	NRM	1
WITHDRAW	WTR	1
WRAP	NRM	9
ENCORE	NRM	14
SAFEGUARD	NRM	23
BIDE	NRM	28
REST	PSY	37

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#213
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
36 SLUDGE BOMB	PSN	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
EG SWEET SCENT	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#214 HERACROSS

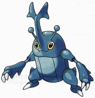
TYPE: BUG-FIGHTING

ABILITY: SWARM / GUTS

4'11" / 119 lbs. | EGG: BUG

AVAILABILITY: ● ● ● ● ●

HP ■■□□ ATTACK ■■■■ SA ■□□□
SPEED ■■■□ DEFENSE ■■□□ SD ■■■□



LEVEL-UP MOVES

ATTACK	TYPE	#214
TACKLE	NRM	1
LEER	NRM	1
HORN ATTACK	NRM	6
ENDURE	NRM	11
FURY ATTACK	NRM	17
BRICK BREAK	FTG	23
COUNTER	FTG	30
TAKE DOWN	NRM	37
REVERSAL	FTG	45
MEGAHORN	BUG	53

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#214
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
08 BULK UP	FTG	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG HARDEN	NRM	●
EG BIDE	NRM	●
EG FLAIL	NRM	●
EG FALSE SWIPE	NRM	●
LM SWORDS DANCE	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#215 SNEASEL

TYPE: DARK-ICE

ABILITY: INNER FOCUS / KEEN EYE

2'11" / 62 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

LEVEL-UP MOVES

ATTACK	TYPE	#215
SCRATCH	NRM	1
LEER	NRM	1
TAUNT	DRK	1
QUICK ATTACK	NRM	8
SCREECH	NRM	15
FAINT ATTACK	DRK	22
FURY SWIPES	NRM	29
AGILITY	PSY	36
ICY WIND	ICE	43
SLASH	NRM	50
BEAT UP	DRK	57
METAL CLAW	STL	64

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#215
01 FOCUS PUNCH	FTG	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
28 DIG	GRD	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
49 SNATCH	DRK	●
HM01 CUT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG COUNTER	FTG	●
EG SPITE	GHO	●
EG FORESIGHT	NRM	●
EG REFLECT	PSY	●
EG BITE	DRK	●
EG CRUSH CLAW	NRM	●
EG FAKE OUT	NRM	●
LM SWORDS DANCE	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#216 TEDDIURSA

TYPE: NORMAL

ABILITY: PICKUP

2'0" / 19 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 30

#217 URSARING

TYPE: NORMAL

ABILITY: GUTS

5'11" / 277 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Teddiursa, the beginning of this evolutionary series, is to Snag the single Ursaring in Pokémon Colosseum's Story mode, then breed Teddiursa from it—see page 25 for full details.

LEVEL-UP MOVES

ATTACK	TYPE	#216	#217
SCRATCH	NRM	1	1
LEER	NRM	1	1
LICK	GHO	–	1
FURY SWIPES	NRM	–	1
LICK	GHO	7	7
FURY SWIPES	NRM	13	13
FAKE TEARS	DRK	19	19
FAINT ATTACK	DRK	25	25
REST	PSY	31	31
SLASH	NRM	37	37
SNORE	NRM	43	43
THRASH	NRM	49	49

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#216	#217
01 FOCUS PUNCH	FTG	●	●
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
08 BULK UP	FTG	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
39 ROCK TOMB	RCK	–	●
40 AERIAL ACE	FLY	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM01 CUT	NRM	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG CRUNCH	DRK	●	–
EG TAKE DOWN	NRM	●	–
EG SEISMIC TOSS	FTG	●	–
EG COUNTER	FTG	●	–
EG METAL CLAW	STL	●	–
EG FAKE TEARS	DRK	●	–
EG YAWN	NRM	●	–
EG SLEEP TALK	NRM	●	–
LM MEGA PUNCH	NRM	●	●
LM SWORDS DANCE	NRM	●	●
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM METRONOME	NRM	●	●
LM ROCK SLIDE	RCK	–	●
LM SUBSTITUTE	NRM	●	●

#218 SLUGMA

TYPE: FIRE

ABILITY: MAGMA ARMOR / FLAME BODY

2'4" / 77 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP · ATTACK · SA
SPEED · DEFENSE · SD

LEVEL-UP MOVES

ATTACK	TYPE	#218	#219
YAWN	NRM	1	1
SMOG	NRM	1	1
EMBER	FIRE	–	1
ROCK THROW	RCK	–	1
EMBER	FIRE	8	8
ROCK THROW	RCK	15	15
HARDEN	NRM	22	22
AMNESIA	PSY	29	29
FLAMETHROWER	FIRE	36	36
ROCK SLIDE	RCK	43	48
BODY SLAM	NRM	50	60

EVOLVES AT LEVEL 38

#219 MAGCARGO

TYPE: FIRE-ROCK

ABILITY: MAGMA ARMOR / FLAME BODY

2'7" / 121 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP · ATTACK · SA
SPEED · DEFENSE · SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#218	#219
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
26 EARTHQUAKE	GRD	–	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
35 FLAMETHROWER	FIRE	●	●
37 SANDSTORM	RCK	–	●
38 FIRE BLAST	FIRE	●	●
39 ROCK TOMB	RCK	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
50 OVERHEAT	FIRE	●	●
HM04 STRENGTH	NRM	–	●
HM06 ROCK SMASH	FTG	●	●
EG ACID ARMOR	PSN	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#220 SWINUB

TYPE: ICE-GROUND

ABILITY: OBLIVIOUS

1'4" / 14 lbs. | EGG: FIELD

AVAILABILITY:

HP · ATTACK · SA
SPEED · DEFENSE · SD

LEVEL-UP MOVES

ATTACK	TYPE	#220	#221
TACKLE	NRM	1	–
ODOR SLEUTH	NRM	1	1
HORN ATTACK	NRM	–	1
POWDER SNOW	ICE	–	1
ENDURE	NRM	–	1
POWDER SNOW	ICE	10	10
ENDURE	NRM	19	19
TAKE DOWN	NRM	28	28
FURY ATTACK	NRM	–	33
MIST	ICE	37	42
BLIZZARD	ICE	46	56
AMNESIA	PSY	55	70

EVOLVES AT LEVEL 33

#221 PILOSWINE

TYPE: ICE-GROUND

ABILITY: OBLIVIOUS

3'7" / 123 lbs. | EGG: FIELD

AVAILABILITY:

HP · ATTACK · SA
SPEED · DEFENSE · SD

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#220	#221
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
07 HAIL	ICE	●	●
10 HIDDEN POWER	NRM	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	–	●
16 LIGHT SCREEN	PSY	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
37 SANDSTORM	RCK	●	●
39 ROCK TOMB	RCK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG TAKE DOWN	NRM	●	–
EG BITE	DRK	●	–
EG BODY SLAM	NRM	●	–
EG ROCK SLIDE	RCK	●	–
EG ANCIENTPOWER	RCK	●	–
EG MUD SHOT	GRD	●	–
EG ICICLE SPEAR	ICE	●	–
EG DOUBLE-EDGE	NRM	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#222 CORSOLA

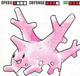
TYPE: WATER-ROCK

ABILITY: HUSTLE / NATURAL CURE

2'0" / 11 lbs. | EGG: WATER 1 / WATER 3

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#222
TACKLE	NRM	1
HARDEN	NRM	6
BUBBLE	WTR	12
RECOVER	NRM	17
REFRESH	NRM	17
BUBBLEBEAM	WTR	23
SPIKE CANNON	NRM	28
ROCK BLAST	RCK	34
MIRROR COAT	PSY	39
ANCIENTPOWER	RCK	45

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#222
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
28 DIG	GRD	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG ROCK SLIDE	RCK	●
EG SCREECH	NRM	●
EG MIST	PSY	●
EG AMNESIA	PSY	●
EG BARRIER	PSY	●
EG INGRAIN	GRS	●
EG CONFUSE RAY	GHO	●
EG ICICLE SPEAR	ICE	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM EXPLOSION	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#223 REMORAID

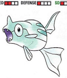
TYPE: WATER

ABILITY: HUSTLE

2'0" / 26 lbs. | EGG: WATER 1 / WATER 2

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



EVOLVES AT LEVEL 25

#224 OCTILLERY

TYPE: WATER

ABILITY: SUCTION CUPS

2'11" / 63 lbs. | EGG: WATER 1 / WATER 2

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#223	#224
WATER GUN	WTR	1	1
LOCK-ON	NRM	11	–
CONSTRICT	NRM	–	11
PSYBEAM	PSY	22	22
AURORA BEAM	ICE	22	22
BUBBLEBEAM	WTR	22	22
OCTAZOOKA	WTR	–	25
FOCUS ENERGY	NRM	33	38
ICE BEAM	ICE	44	54
HYPER BEAM	NRM	55	70

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#223	#224
03 WATER PULSE	WTR	●	●
06 TOXIC	PSN	●	●
09 BULLET SEED	GRS	–	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
27 RETURN	NRM	●	●
29 PSYCHIC	PSY	●	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
36 SLUDGE BOMB	PSN	–	●
38 FIRE BLAST	FIRE	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM03 SURF	WTR	●	●
HM07 WATERFALL	WTR	●	●
HM08 DIVE	WTR	●	●
EG AURORA BEAM	ICE	●	–
EG OCTAZOOKA	WTR	●	–
EG SUPERSONIC	NRM	●	–
EG HAZE	ICE	●	–
EG SCREECH	NRM	●	–
EG THUNDER WAVE	ELC	●	–
EG ROCK BLAST	RCK	●	–
LM DOUBLE-EDGE	NRM	●	●
LM SEISMIC TOSS	FTG	–	●
LM MIMIC	NRM	●	●
LM THUNDER WAVE	ELC	●	●
LM SUBSTITUTE	NRM	●	●

#225 DELIBIRD

TYPE: ICE-FLYING

ABILITY: VITAL SPIRIT / HUSTLE

2'11" / 35 lbs. | EGG: WATER 1 / FIELD

AVAILABILITY:

HP ATTACK SA SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#225
PRESENT	NRM	1

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#225
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM02 FLY	FLY	●
EG AURORA BEAM	ICE	●
EG QUICK ATTACK	NRM	●
EG FUTURE SIGHT	PSY	●
EG BOUNCE	FLY	●
EG RAPID SPIN	NRM	●
EG ICE BALL	ICE	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#226 MANTINE

TYPE: WATER-FLYING

ABILITY: SWIFT SWIM / WATER ABSORB

6'11" / 485 lbs. | EGG: WATER 1

AVAILABILITY:

HP ATTACK SA SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#226
TACKLE	NRM	1
BUBBLE	WTR	1
SUPERSONIC	NRM	8
BUBBLEBEAM	WTR	15
TAKE DOWN	NRM	22
AGILITY	PSY	29
WING ATTACK	FLY	36
WATER PULSE	WTR	43
CONFUSE RAY	GHO	50

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#226
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM07 WATERFALL	WTR	●
HM08 DIVE	WTR	●
EG TWISTER	DRG	●
EG HYDRO PUMP	WTR	●
EG HAZE	ICE	●
EG SLAM	NRM	●
EG MUD SPORT	GRD	●
EG ROCK SLIDE	RCK	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#227 SKARMORY

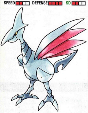
TYPE: STEEL-FLYING

ABILITY: KEEN EYE / STURDY

5'7" / 111 lbs. | EGG: FLYING

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

ATTACK	TYPE	#227
LEER	NRM	1
PECK	FLY	1
SAND-ATTACK	GRD	10
SWIFT	NRM	13
AGILITY	PSY	16
FURY ATTACK	NRM	26
AIR CUTTER	FLY	29
STEEL WING	STL	32
SPIKES	GRD	42
METAL SOUND	STL	45

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#227
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
12 TAUNT	DRK	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
37 SANDSTORM	RCK	●
40 AERIAL ACE	FLY	●
41 TORMENT	DRK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
47 STEEL WING	STL	●
HM01 CUT	NRM	●
HM02 FLY	FLY	●
HM06 ROCK SMASH	FTG	●
EG DRILL PECK	FLY	●
EG PURSUIT	DRK	●
EG WHIRLWIND	NRM	●
EG SKY ATTACK	FLY	●
EG CURSE	???	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM MIMIC	NRM	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#228 HOUNDOUR

TYPE: DARK-FIRE

ABILITY: EARLY BIRD / FLASH FIRE

2'0" / 24 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 24

#229 HOUNDOOM

TYPE: DARK-FIRE

ABILITY: EARLY BIRD / FLASH FIRE

4'7" / 77 lbs. | EGG: FIELD

AVAILABILITY:

HP | ATTACK | SA
SPEED | DEFENSE | SD

POKéMON COLOSSEUM CONNECTION

The only way to acquire a Houndour, the beginning of this evolutionary series, is to Snag the single Houndoom in Pokémon Colosseum's Story mode, then breed Houndour from it—see page 25 for full details.

LEVEL-UP MOVES

ATTACK	TYPE	#228	#229
LEER	NRM	1	1
EMBER	FIRE	1	1
HOWL	NRM	–	1
HOWL	NRM	7	7
SMOG	PSN	13	13
ROAR	NRM	19	19
BITE	DRK	25	27
ODOR SLEUTH	NRM	31	35
FAINT ATTACK	DRK	37	43
FLAMETHROWER	FIRE	43	51
CRUNCH	DRK	49	59

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#228	#229
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
12 TAUNT	DRK	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
22 SOLARBEAM	GRS	●	●
23 IRON TAIL	STL	●	●
27 RETURN	NRM	●	●
30 SHADOW BALL	GHO	●	●
32 DOUBLE TEAM	NRM	●	●
35 FLAMETHROWER	FIRE	●	●
36 SLUDGE BOMB	PSN	●	●
38 FIRE BLAST	FIRE	●	●
41 TORMENT	DRK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
49 SNATCH	DRK	●	●
50 OVERHEAT	FIRE	●	●
HM04 STRENGTH	NRM	–	●
HM06 ROCK SMASH	FTG	●	●
EG FIRE SPIN	FIRE	●	–
EG RAGE	NRM	●	–
EG PURSUIT	DRK	●	–
EG COUNTER	FTG	●	–
EG SPITE	GHO	●	–
EG REVERSAL	FTG	●	–
EG BEAT UP	DRK	●	–
EG WILL-O-WISP	FIRE	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM MIMIC	NRM	●	●
LM DREAM EATER	PSY	●	●
LM SUBSTITUTE	NRM	●	●

#230 KINGDRA

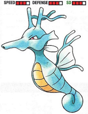
TYPE: WATER-DRAGON

ABILITY: SWIFT SWIM

5'11" / 335 lbs. | EGG: WATER 1 / DRAGON

AVAILABILITY:

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

ATTACK	TYPE	#230
BUBBLE	WTR	1
SMOKESCREEN	NRM	1
LEER	NRM	1
WATER GUN	WTR	1
SMOKESCREEN	NRM	8
LEER	NRM	15
WATER GUN	WTR	22
TWISTER	DRG	29
AGILITY	PSY	40
HYDRO PUMP	WTR	51
DRAGON DANCE	DRG	62

HELD ITEM/TRADE EVOLUTION

Kingdra will evolve from Seadra (see page 123) if you trade Seadra while it's holding a Dragon Scale. Kingdra is one of few Dragon-types, so the evolution is worth the effort.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#230
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
32 DOUBLE TEAM	NRM	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM07 WATERFALL	WTR	●
HM08 DIVE	WTR	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#231 PHANPY

TYPE: GROUND

ABILITY: PICKUP

1'8" / 74 lbs. | EGG: FIELD

AVAILABILITY:

HP · ATTACK · SA · SPEED · DEFENSE · SD

EVOLVES AT LEVEL 25

#232 DONPHAN

TYPE: GROUND

ABILITY: STURDY

3'7" / 265 lbs. | EGG: FIELD

AVAILABILITY:

HP · ATTACK · SA · SPEED · DEFENSE · SD

LEVEL-UP MOVES

ATTACK	TYPE	#231	#232
TACKLE	NRM	1	–
ODOR SLEUTH	NRM	1	1
GROWL	NRM	1	1
HORN ATTACK	NRM	–	1
DEFENSE CURL	NRM	9	9
FLAIL	NRM	17	17
TAKE DOWN	NRM	25	–
FURY ATTACK	NRM	–	25
ROLLOUT	RCK	33	33
ENDURE	NRM	41	–
RAPID SPIN	NRM	–	41
DOUBLE-EDGE	NRM	49	–
EARTHQUAKE	GRD	–	49

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#231	#232
05 ROAR	NRM	●	●
06 TOXIC	PSN	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
15 HYPER BEAM	NRM	–	●
17 PROTECT	NRM	●	●
21 FRUSTRATION	NRM	●	●
23 IRON TAIL	STL	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
37 SANDSTORM	RCK	●	●
39 ROCK TOMB	RCK	●	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG FOCUS ENERGY	NRM	●	–
EG BODY SLAM	NRM	●	–
EG ANCIENTPOWER	RCK	●	–
EG SNORE	NRM	●	–
EG COUNTER	FTG	●	–
EG FISSURE	GRD	●	–
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	–	●
LM SUBSTITUTE	NRM	●	●

#233 PORYGON2

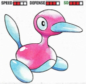
TYPE: NORMAL

ABILITY: TRACE

2'0" / 72 lbs. | EGG: GENDER UNKNOWN

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#233
CONVERSION 2	NRM	1
TACKLE	NRM	1
CONVERSION	NRM	1
AGILITY	PSY	9
PSYBEAM	PSY	12
RECOVER	NRM	20
DEFENSE CURL	NRM	24
LOCK-ON	NRM	32
TRI ATTACK	NRM	36
RECYCLE	NRM	44
ZAP CANNON	ELC	48

HELD-ITEM/TRADE EVOLUTION

Porygon2 will evolve from Porygon (see page 130) if you trade Porygon while it's holding an Up-Grade.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#233
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
46 THIEF	DRK	●
HM05 FLASH	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#234 STANTLER

TYPE: NORMAL

ABILITY: INTIMIDATE

4'7" / 157 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#234
TACKLE	NRM	1
LEER	NRM	7
ASTONISH	GHO	11
HYPNOSIS	PSY	17
STOMP	NRM	21
SAND-ATTACK	GRD	27
ROLE PLAY	PSY	31
TAKE DOWN	NRM	37
CONFUSE RAY	GHO	41
CALM MIND	PSY	47

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#234
04 CALM MIND	PSY	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
48 SKILL SWAP	PSY	●
HM05 FLASH	NRM	●
EG SPITE	GHO	●
EG DISABLE	NRM	●
EG BITE	DRK	●
EG SWAGGER	NRM	●
EG PSYCH UP	NRM	●
EG EXTRASENSORY	PSY	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#235 SMEARGLE

TYPE: NORMAL

ABILITY: OWN TEMPO

3'11" / 128 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#235
SKETCH	NRM	1
SKETCH	NRM	11
SKETCH	NRM	21
SKETCH	NRM	31
SKETCH	NRM	41
SKETCH	NRM	51
SKETCH	NRM	61
SKETCH	NRM	71
SKETCH	NRM	81
SKETCH	NRM	91

THE INSIDE STORY ON SKETCH

Smeargle's Sketch will copy any of his foe's attacks permanently—the Trainer gets to choose which one. Smeargle will learn Sketch many times. Like all Pokémon, it can know only four attacks, so it will need to begin forgetting Sketch-copied moves later in its development to get more opportunities to use the super-adaptable move.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#235

#236 TYROGUE

TYPE: FIGHTING

ABILITY: GUTS

2'4" / 46 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#236	#237
TACKLE	NRM	1	–
REVENGE	FTG	–	1
ROLLING KICK	FTG	–	1
FOCUS ENERGY	NRM	–	7
PURSUIT	DRK	–	13
QUICK ATTACK	NRM	–	19
TRIPLE KICK	FTG	–	20
RAPID SPIN	NRM	–	25
COUNTER	FTG	–	31
AGILITY	PSY	–	37
DETECT	FTG	–	43
ENDEAVOR	NRM	–	49

EVOLVES AT LEVEL 20 IF ATTACK=DEFENSE

#237 HITMONTOP

TYPE: FIGHTING

ABILITY: INTIMIDATE

4'7" / 105 lbs. | EGG: HUMAN-LIKE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

DIVERGENT EVOLUTION!

Though Tyrogue can evolve into Hitmontop when it reaches Level 20 and its Level-20 Attack equals its Defense stat, it can also evolve into Hitmonlee if its Attack is greater, and Hitmonchan if its Defense is greater. (See page 119 for Hitmonlee and Hitmonchan info.)

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#236	#237
06 TOXIC	PSN	●	●
08 BULK UP	FTG	●	●
10 HIDDEN POWER	NRM	●	●
11 SUNNY DAY	FIRE	●	●
17 PROTECT	NRM	●	●
18 RAIN DANCE	WTR	●	●
21 FRUSTRATION	NRM	●	●
26 EARTHQUAKE	GRD	●	●
27 RETURN	NRM	●	●
28 DIG	GRD	–	●
31 BRICK BREAK	FTG	●	●
32 DOUBLE TEAM	NRM	●	●
37 SANDSTORM	RCK	–	●
42 FACADE	NRM	●	●
43 SECRET POWER	NRM	●	●
44 REST	PSY	●	●
45 ATTRACT	NRM	●	●
46 THIEF	DRK	●	●
HM04 STRENGTH	NRM	●	●
HM06 ROCK SMASH	FTG	●	●
EG RAPID SPIN	NRM	●	–
EG HI JUMP KICK	FTG	●	–
EG MACH PUNCH	FTG	●	–
EG MIND READER	NRM	●	–
LM MEGA KICK	NRM	●	●
LM BODY SLAM	NRM	●	●
LM DOUBLE-EDGE	NRM	●	●
LM COUNTER	FTG	●	●
LM SEISMIC TOSS	FTG	●	●
LM MIMIC	NRM	●	●
LM ROCK SLIDE	RCK	●	●
LM SUBSTITUTE	NRM	●	●

#238 SMOOCHUM

TYPE: ICE-PSYCHIC

ABILITY: OBLIVIOUS

1'4" / 14 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#238
POUND	NRM	1
LICK	GHO	1
SWEET KISS	NRM	9
POWDER SNOW	ICE	13
CONFUSION	PSY	21
SING	NRM	25
MEAN LOOK	NRM	33
FAKE TEARS	DRK	37
PSYCHIC	PSY	45
PERISH SONG	NRM	49
BLIZZARD	ICE	57

EVOLVES AT LEVEL 30

Smoochum will evolve into Jynx (see page 125) when it reaches Level 30. Smoochum can hatch with several Egg Moves that a wild Jynx can never learn.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#238
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
48 SKILL SWAP	PSY	●
HM05 FLASH	NRM	●
EG MEDITATE	PSY	●
EG PSYCH UP	NRM	●
EG FAKE OUT	NRM	●
EG WISH	NRM	●
EG ICE PUNCH	ICE	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM DREAM EATER	PSY	●
LM SUBSTITUTE	NRM	●

#239 ELEKID

TYPE: ELECTRIC

ABILITY: STATIC

2'0" / 52 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#239
QUICK ATTACK	NRM	1
LEER	NRM	1
THUNDERPUNCH	ELC	9
LIGHT SCREEN	PSY	17
SWIFT	NRM	25
SCREECH	NRM	33
THUNDERBOLT	ELC	41
THUNDER	ELC	49

EVOLVES AT LEVEL 30

Elekid will evolve into Electabuzz (see page 126) when it reaches Level 30. Elekid can hatch with one of many Egg Moves that a wild Electabuzz can never learn.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#239
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
EG KARATE CHOP	FTG	●
EG BARRIER	PSY	●
EG ROLLING KICK	FTG	●
EG MEDITATE	PSY	●
EG CROSS CHOP	FTG	●
EG FIRE PUNCH	FIRE	●
EG ICE PUNCH	ICE	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#240 MAGBY

TYPE: FIRE

ABILITY: FLAME BODY

2'4" / 47 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

ATTACK	TYPE	#240
EMBER	FIRE	1
LEER	NRM	7
SMOG	PSN	13
FIRE PUNCH	FIRE	19
SMOKESCREEN	NRM	25
SUNNY DAY	FIRE	31
FLAMETHROWER	FIRE	37
CONFUSE RAY	GHO	43
FIRE BLAST	FIRE	49

EVOLVES AT LEVEL 30

Magby will evolve into Magmar (see page 126) when it reaches Level 30. Magby can hatch with one of many Egg Moves that a wild Magmar can never learn.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#240
01 FOCUS PUNCH	FTG	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
17 PROTECT	NRM	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
35 FLAMETHROWER	FIRE	●
38 FIRE BLAST	FIRE	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
46 THIEF	DRK	●
HM06 ROCK SMASH	FTG	●
EG KARATE CHOP	FTG	●
EG MEGA PUNCH	NRM	●
EG BARRIER	PSY	●
EG SCREECH	NRM	●
EG CROSS CHOP	FTG	●
EG THUNDERPUNCH	ELC	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#241 MILTANK

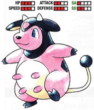
TYPE: NORMAL

ABILITY: THICK FAT

3'11" / 166 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



ATTACK	TYPE	#241
TACKLE	NRM	1
GROWL	NRM	4
DEFENSE CURL	NRM	8
STOMP	NRM	13
MILK DRINK	NRM	19
BIDE	NRM	26
ROLLOUT	RCK	34
BODY SLAM	NRM	43
HEAL BELL	NRM	53

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#241
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
37 SANDSTORM	RCK	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
HM03 SURF	WTR	●
HM04 STRENGTH	NRM	●
HM06 ROCK SMASH	FTG	●
EG PRESENT	NRM	●
EG REVERSAL	FTG	●
EG SEISMIC TOSS	FTG	●
EG ENDURE	NRM	●
EG PSYCH UP	NRM	●
EG CURSE	???	●
EG HELPING HAND	NRM	●
EG SLEEP TALK	NRM	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM THUNDER WAVE	ELC	●
LM ROCK SLIDE	RCK	●
LM SUBSTITUTE	NRM	●

#242 BLISSEY

TYPE: NORMAL

ABILITY: NATURAL CURE / SERENE GRACE

4'11" / 103 lbs. | EGG: FAIRY

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

FRIENDSHIP EVOLUTION

Blissey will evolve from Chansey (see page 121) when your Friendship with Chansey is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

LEVEL-UP MOVES

ATTACK	TYPE	#242
POUND	NRM	1
GROWL	NRM	1
TAIL WHIP	NRM	4
REFRESH	NRM	7
SOFTBOILED	NRM	10
DOUBLESLAP	NRM	13
MINIMIZE	NRM	18
SING	NRM	23
EGG BOMB	NRM	28
DEFENSE CURL	NRM	33
LIGHT SCREEN	PSY	40
DOUBLE-EDGE	NRM	47

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#242
01 FOCUS PUNCH	FTG	●
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
31 BRICK BREAK	FTG	●
32 DOUBLE TEAM	NRM	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
39 ROCK TOMB	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
45 ATTRACT	NRM	●
48 SKILL SWAP	PSY	●
49 SNATCH	DRK	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM MEGA PUNCH	NRM	●
LM MEGA KICK	NRM	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM COUNTER	FTG	●
LM SEISMIC TOSS	FTG	●
LM MIMIC	NRM	●
LM METRONOME	NRM	●
LM SOFTBOILED	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#243 RAIKOU

TYPE: ELECTRIC

ABILITY: PRESSURE

6'3" / 392 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#243
BITE	DRK	1
LEER	NRM	1
THUNDERSHOCK	ELC	11
ROAR	NRM	21
QUICK ATTACK	NRM	31
SPARK	ELC	41
REFLECT	PSY	51
CRUNCH	DRK	61
THUNDER	ELC	71
CALM MIND	PSY	81

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#243
04 CALM MIND	PSY	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
37 SANDSTORM	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#244 ENTEI

TYPE: FIRE

ABILITY: PRESSURE

6'11" / 437 lbs. | EGG: NONE

AVAILABILITY: ● ● ●

HP ATTACK SA

SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#244
BITE	DRK	1
LEER	NRM	1
EMBER	FIRE	11
ROAR	NRM	21
FIRE SPIN	FIRE	31
STOMP	NRM	41
FLAMETHROWER	FIRE	51
SWAGGER	NRM	61
FIRE BLAST	FIRE	71
CALM MIND	PSY	81

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#244
04 CALM MIND	PSY	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
HM01 CUT	NRM	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#245 SUICUNE

TYPE: WATER

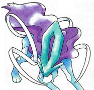
ABILITY: PRESSURE

6'7" / 412 lbs. | EGG: NONE

AVAILABILITY: ● ● ●

HP ATTACK SA

SPEED DEFENSE SD



LEVEL-UP MOVES

ATTACK	TYPE	#245
BITE	DRK	1
LEER	NRM	1
BUBBLEBEAM	WTR	11
RAIN DANCE	WTR	21
GUST	FLY	31
AURORA BEAM	ICE	41
MIST	ICE	51
MIRROR COAT	PSY	61
HYDRO PUMP	WTR	71
CALM MIND	PSY	81

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#245
03 WATER PULSE	WTR	●
04 CALM MIND	PSY	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
07 HAIL	ICE	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
13 ICE BEAM	ICE	●
14 BLIZZARD	ICE	●
15 HYPER BEAM	NRM	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
21 FRUSTRATION	NRM	●
23 IRON TAIL	STL	●
27 RETURN	NRM	●
28 DIG	GRD	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
37 SANDSTORM	RCK	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
HM01 CUT	NRM	●
HM03 SURF	WTR	●
HM06 ROCK SMASH	FTG	●
HM07 WATERFALL	WTR	●
HM08 DIVE	WTR	●
LM BODY SLAM	NRM	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM SUBSTITUTE	NRM	●

#246 LARVITAR

TYPE: ROCK-GROUND

ABILITY: GUTS

2'0" / 159 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 30

#247 PUPITAR

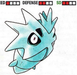
TYPE: ROCK-GROUND

ABILITY: SHED SKIN

3'11" / 335 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



EVOLVES AT LEVEL 55

#248 TYRANITAR

TYPE: ROCK-DARK

ABILITY: SAND STREAM

6'7" / 445 lbs. | EGG: MONSTER

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#246	#247	#248
BITE	DRK	1	1	1
LEER	NRM	1	1	1
SANDSTORM	RCK	–	1	1
SCREECH	NRM	–	1	1
SANDSTORM	RCK	8	8	8
SCREECH	NRM	15	15	15
ROCK SLIDE	RCK	22	22	22
THRASH	NRM	29	29	29
SCARY FACE	NRM	36	38	38
CRUNCH	DRK	43	47	47
EARTHQUAKE	GRD	50	56	61
HYPER BEAM	NRM	57	65	75

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#246	#247	#248
01 FOCUS PUNCH	FTG	–	–	●
02 DRAGON CLAW	DRG	–	–	●
03 WATER PULSE	WTR	–	–	●
05 ROAR	NRM	–	–	●
06 TOXIC	PSN	●	●	●
10 HIDDEN POWER	NRM	●	●	●
11 SUNNY DAY	FIRE	●	●	●
12 TAUNT	DRK	●	●	●
13 ICE BEAM	ICE	–	–	●
14 BLIZZARD	ICE	–	–	●
15 HYPER BEAM	NRM	●	●	●
17 PROTECT	NRM	●	●	●
18 RAIN DANCE	WTR	●	●	●
21 FRUSTRATION	NRM	●	●	●
23 IRON TAIL	STL	–	–	●
24 THUNDERBOLT	ELC	–	–	●
25 THUNDER	ELC	–	–	●
26 EARTHQUAKE	GRD	●	●	●
27 RETURN	NRM	●	●	●
28 DIG	GRD	●	●	●
31 BRICK BREAK	FTG	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
34 SHOCK WAVE	ELC	–	–	●
35 FLAMETHROWER	FIRE	–	–	●
37 SANDSTORM	RCK	●	●	●
38 FIRE BLAST	FIRE	–	–	●
39 ROCK TOMB	RCK	–	–	●
40 AERIAL ACE	FLY	–	–	●
41 TORMENT	DRK	●	●	●
42 FACADE	NRM	●	●	●
43 SECRET POWER	NRM	●	●	●
44 REST	PSY	●	●	●
45 ATTRACT	NRM	●	●	●
HM01 CUT	NRM	–	–	●
HM03 SURF	WTR	–	–	●
HM04 STRENGTH	NRM	–	–	●
HM06 ROCK SMASH	FTG	●	●	●
EG PURSUIT	DRK	●	–	–
EG STOMP	NRM	●	–	–
EG OUTRAGE	DRG	●	–	–
EG FOCUS ENERGY	NRM	●	–	–
EG ANCIENTPOWER	RCK	●	–	–
EG DRAGON DANCE	DRG	●	–	–
EG CURSE	???	●	–	–
LM MEGA PUNCH	NRM	–	–	●
LM MEGA KICK	NRM	–	–	●
LM BODY SLAM	NRM	●	●	●
LM DOUBLE-EDGE	NRM	●	●	●
LM COUNTER	FTG	–	–	●
LM SEISMIC TOSS	FTG	–	–	●
LM MIMIC	NRM	●	●	●
LM THUNDER WAVE	ELC	–	–	●
LM ROCK SLIDE	RCK	●	●	●
LM SUBSTITUTE	NRM	●	●	●

#249 LUGIA

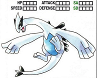
TYPE: UNKNOWN

ABILITY: UNKNOWN

Unknown Data | EGG: UNKNOWN

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD



LEGENDARY POKéMON ALERT!

Lugia is truly the stuff of legend, and its Pokédex data remains to be seen. How you can meet and catch the Pokémon is a major mystery.

LEVEL-UP MOVES

ATTACK	TYPE	#249
UNKNOWN		

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#249
UNKNOWN		

#252 TREECKO

TYPE: GRASS
ABILITY: OVERGROW
1'8" / 11 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 16

#253 GROVYLE

TYPE: GRASS
ABILITY: OVERGROW
2'11" / 48 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 36

#254 SCEPTILE

TYPE: GRASS
ABILITY: OVERGROW
5'7" / 115 lbs. | EGG: MONSTER / DRAGON
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

COMPLETE EVOLUTION

#255 TORCHIC

TYPE: FIRE
ABILITY: BLAZE
1'4" / 6 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 16

#256 COMBUSKEN

TYPE: FIRE-FIGHTING
ABILITY: BLAZE
2'11" / 43 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 36

#257 BLAZIKEN

TYPE: FIRE-FIGHTING
ABILITY: BLAZE
6'3" / 116 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

COMPLETE EVOLUTION

#258 MUDKIP

TYPE: WATER
ABILITY: TORRENT
1'4" / 17 lbs. | EGG: MONSTER / WATER 1
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 16

#259 MARSHTOMP

TYPE: WATER-GROUND
ABILITY: TORRENT
2'4" / 63 lbs. | EGG: MONSTER / WATER 1
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 36

#260 SWAMPERT

TYPE: WATER-GROUND
ABILITY: TORRENT
4'11" / 181 lbs. | EGG: MONSTER / WATER 1
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

COMPLETE EVOLUTION

#261 POOCHYENA

TYPE: DARK
ABILITY: RUN AWAY
1'8" / 30 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 18

#262 MIGHTYENA

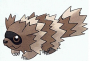
TYPE: DARK
ABILITY: INTIMIDATE
3'3" / 82 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

COMPLETE EVOLUTION

#263 ZIGZAGOON

TYPE: NORMAL
ABILITY: PICKUP
1'4" / 39 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD

EVOLVES AT LEVEL 20



#250 HO-OH

TYPE: FIRE-FLYING

ABILITY: PRESSURE

12'6" / 439 lbs. | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#250
WHIRLWIND	NRM	1
SAFEGUARD	NRM	11
GUST	FLY	22
RECOVER	NRM	33
FIRE BLAST	FIRE	44
SUNNY DAY	FIRE	55
SWIFT	NRM	66
SACRED FIRE	FIRE	77
ANCIENTPOWER	RCK	88
FUTURE SIGHT	PSY	99

POKéMON COLOSSEUM CONNECTION

To acquire the Legendary Ho-Oh, you'll need to accomplish two major objectives in Pokémon Colosseum. In Story mode, you must Snag and fully purify all 48 Shadow Pokémon. In Battle mode, you must use the Story mode team to beat all 100 Trainers on Mt. Battle in either the Single Battle or Double Battle challenge. Be sure to have a vacant spot in your PC's Pokémon Storage in the Orre region before you complete the Battle mode objective, or you'll need to start your Mt. Battle ascent from the very bottom.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#250
04 CALM MIND	PSY	●
05 ROAR	NRM	●
06 TOXIC	PSN	●
10 HIDDEN POWER	NRM	●
11 SUNNY DAY	FIRE	●
15 HYPER BEAM	NRM	●
16 LIGHT SCREEN	PSY	●
17 PROTECT	NRM	●
18 RAIN DANCE	WTR	●
19 GIGA DRAIN	GRS	●
20 SAFEGUARD	NRM	●
21 FRUSTRATION	NRM	●
22 SOLARBEAM	GRS	●
24 THUNDERBOLT	ELC	●
25 THUNDER	ELC	●
26 EARTHQUAKE	GRD	●
27 RETURN	NRM	●
29 PSYCHIC	PSY	●
30 SHADOW BALL	GHO	●
32 DOUBLE TEAM	NRM	●
33 REFLECT	PSY	●
34 SHOCK WAVE	ELC	●
35 FLAMETHROWER	FIRE	●
37 SANDSTORM	RCK	●
38 FIRE BLAST	FIRE	●
40 AERIAL ACE	FLY	●
42 FACADE	NRM	●
43 SECRET POWER	NRM	●
44 REST	PSY	●
47 STEEL WING	STL	●
50 OVERHEAT	FIRE	●
HM02 FLY	FLY	●
HM04 STRENGTH	NRM	●
HM05 FLASH	NRM	●
HM06 ROCK SMASH	FTG	●
LM DOUBLE-EDGE	NRM	●
LM MIMIC	NRM	●
LM DREAM EATER	PSY	●
LM THUNDER WAVE	ELC	●
LM SUBSTITUTE	NRM	●

#251 CELEBI

TYPE: UNKNOWN

ABILITY: UNKNOWN

Unknown Data | EGG: NONE

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

LEVEL-UP MOVES

ATTACK	TYPE	#251
UNKNOWN		

LEGENDARY POKéMON ALERT!

Celebi is truly the stuff of legend, and its Pokédex data remains to be seen. How you can meet and catch the Pokémon is a major mystery.

TM, HM, EGG AND LEARNED MOVES

ATTACK	TYPE	#251
UNKNOWN		

#264 LINOONE

TYPE: NORMAL

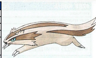
ABILITY: PICKUP

1'8" / 72 lbs. | EGG: FIELD

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION



#265 WURMPLE

TYPE: BUG

ABILITY: SHIELD DUST

1'0" / 8 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 7

DIVERGENT EVOLUTION!

Wurmple will evolve into either Silcoon or Cascoon when it reaches Level 7. Which evolution it makes is determined by the time of day, though the timing is so complex that it seems random. Consult page 24 for further important details about this unusual evolution.

#266 SILCOON

TYPE: BUG

ABILITY: SHED SKIN

2'0" / 22 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 10

#267 BEAUTIFLY

TYPE: BUG-FLYING

ABILITY: SWARM

3'3" / 63 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION

#268 CASCOON

TYPE: BUG

ABILITY: SHED SKIN

2'4" / 25 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 10

#269 DUSTOX

TYPE: BUG-POISON

ABILITY: SHIELD DUST

3'11" / 70 lbs. | EGG: BUG

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION

#270 LOTAD

TYPE: WATER-GRASS

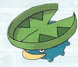
ABILITY: SWIFT SWIM / RAIN DISH

1'8" / 6 lbs. | EGG: WATER 1 / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 14



#271 LOMBRE

TYPE: WATER-GRASS

ABILITY: SWIFT SWIM / RAIN DISH

3'11" / 72 lbs. | EGG: WATER 1 / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH WATER STONE

#272 LUDICOLO

TYPE: WATER-GRASS

ABILITY: SWIFT SWIM / RAIN DISH

4'11" / 121 lbs. | EGG: WATER 1 / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION

#273 SEEDOT

TYPE: GRASS

ABILITY: CHLOROPHYLL / EARLY BIRD

1'8" / 9 lbs. | EGG: FIELD / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 14

#274 NUZLEAF

TYPE: GRASS-DARK

ABILITY: CHLOROPHYLL / EARLY BIRD

3'3" / 62 lbs. | EGG: FIELD / GRASS

AVAILABILITY:

HP ATTACK SA
SPEED DEFENSE SD

EVOLVES WITH LEAF STONE

#275 SHIFTRY

TYPE: GRASS-DARK

ABILITY: CHLOROPHYLL / EARLY BIRD

4'3" / 131 lbs. | EGG: FIELD / GRASS

AVAILABILITY:

HP ■■■□ ATTACK ■■■□ SA ■■■□
SPEED ■■□□ DEFENSE ■■□□ SD ■■□□

COMPLETE EVOLUTION

#276 TAILLOW

TYPE: NORMAL-FLYING

ABILITY: GUTS

1'0" / 5 lbs. | EGG: FLYING

AVAILABILITY:

HP ■□□□ ATTACK ■■□□ SA ■□□□
SPEED ■■■□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 22

#277 SWELLOW

TYPE: NORMAL-FLYING

ABILITY: GUTS

2'4" / 44 lbs. | EGG: FLYING

AVAILABILITY:

HP ■■□□ ATTACK ■■■□ SA ■□□□
SPEED ■■■■ DEFENSE ■■□□ SD ■□□□

COMPLETE EVOLUTION

#278 WINGULL

TYPE: WATER-FLYING

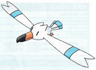
ABILITY: KEEN EYE

2'0" / 21 lbs. | EGG: WATER 1 / FLYING

AVAILABILITY:

HP ■□□□ ATTACK ■□□□ SA ■■□□
SPEED ■■■□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 25



#279 PELIPPER

TYPE: WATER-FLYING

ABILITY: KEEN EYE

3'11" / 62 lbs. | EGG: WATER 1 / FLYING

AVAILABILITY:

HP ■■□□ ATTACK ■□□□ SA ■■■□
SPEED ■■□□ DEFENSE ■■■□ SD ■■□□

COMPLETE EVOLUTION

#280 RALTS

TYPE: PSYCHIC

ABILITY: SYNCHRONIZE / TRACE

1'4" / 15 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP ■□□□ ATTACK ■□□□ SA ■□□□
SPEED ■□□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 20

#281 KIRLIA

TYPE: PSYCHIC

ABILITY: SYNCHRONIZE / TRACE

2'7" / 45 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP ■□□□ ATTACK ■□□□ SA ■■□□
SPEED ■□□□ DEFENSE ■□□□ SD ■■□□

EVOLVES AT LEVEL 30

#282 GARDEVOIR

TYPE: PSYCHIC

ABILITY: SYNCHRONIZE / TRACE

5'3" / 107 lbs. | EGG: AMORPHOUS

AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■■■■
SPEED ■■■□ DEFENSE ■■□□ SD ■■■■

COMPLETE EVOLUTION

#283 SURSKIT

TYPE: BUG-WATER

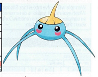
ABILITY: SWIFT SWIM

1'8" / 4 lbs. | EGG: WATER 1 / BUG

AVAILABILITY:

HP ■□□□ ATTACK ■□□□ SA ■□□□
SPEED ■■□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 22



#284 MASQUERAIN

TYPE: BUG-FLYING

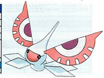
ABILITY: INTIMIDATE

2'7" / 8 lbs. | EGG: WATER 1 / BUG

AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■■□□
SPEED ■■□□ DEFENSE ■■□□ SD ■■□□

COMPLETE EVOLUTION



#285 SHROOMISH

TYPE: GRASS

ABILITY: EFFECT SPORE

1'4" / 10 lbs. | EGG: FAIRY / GRASS

AVAILABILITY:

HP ■■□□ ATTACK ■□□□ SA ■□□□
SPEED ■□□□ DEFENSE ■■□□ SD ■■□□

EVOLVES AT LEVEL 23

#286 BRELOOM

TYPE: GRASS-FIGHTING

ABILITY: EFFECT SPORE

3'11" / 86 lbs. | EGG: FAIRY / GRASS

AVAILABILITY:

HP ■■□□ ATTACK ■■■■ SA ■■□□
SPEED ■■□□ DEFENSE ■■□□ SD ■■□□

COMPLETE EVOLUTION

#287 SLAKOTH

TYPE: NORMAL
ABILITY: TRUANT
2'7" / 53 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 18

#288 VIGOROTH

TYPE: NORMAL
ABILITY: VITAL SPIRIT
4'7" / 103 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 36

#289 SLAKING

TYPE: NORMAL
ABILITY: TRUANT
6'7" / 288 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#290 NINCADA

TYPE: BUG-GROUND
ABILITY: COMPOUNDEYES
1'8" / 12 lbs. | EGG: BUG
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 20

UNUSUAL EVOLUTION

When Nincada reaches Level 20, it will normally evolve only into Ninjask. But Nincada will split off a second evolution, Shedinja, if you have a spot open in your traveling party, plus at least one Poké Ball in your inventory.

#291 NINJASK

TYPE: BUG-FLYING
ABILITY: SPEED BOOST
2'7" / 26 lbs. | EGG: BUG
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#292 SHEDINJA

TYPE: BUG-GHOST
ABILITY: WONDER GUARD
2'7" / 3 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#293 WHISMUR

TYPE: NORMAL
ABILITY: SOUNDPROOF
2'0" / 36 lbs. | EGG: MONSTER / FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 20

#294 LOUDRED

TYPE: NORMAL
ABILITY: SOUNDPROOF
3'3" / 89 lbs. | EGG: MONSTER / FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 40

#295 EXPLOUD

TYPE: NORMAL
ABILITY: SOUNDPROOF
4'11" / 185 lbs. | EGG: MONSTER / FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#296 MAKUHITA

TYPE: FIGHTING
ABILITY: THICK FAT / GUTS
3'3" / 191 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 24

#297 HARIYAMA

TYPE: FIGHTING
ABILITY: THICK FAT / GUTS
7'7" / 560 lbs. | EGG: HUMAN-LIKE
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#298 AZURILL

TYPE: NORMAL
ABILITY: THICK FAT / HUGE POWER
0'8" / 4 lbs. | EGG: NONE
AVAILABILITY:

HP	■■□□	ATTACK	■□□□	SA	■□□□
SPEED	■□□□	DEFENSE	■□□□	SD	■□□□

FRIENDLY EVOLUTION

FRIENDSHIP EVOLUTION

Azurill will evolve into Marill (see page 143) when your Friendship is very strong. Consult page 24 for full details on how Friendship evolutions work in Pokémon FireRed and Pokémon LeafGreen.

#299 NOSEPASS

TYPE: ROCK
ABILITY: STURDY / MAGNET PULL
3'3" / 214 lbs. | EGG: MINERAL
AVAILABILITY: ● ●

HP	■□□□	ATTACK	■□□□	SA	■□□□
SPEED	■□□□	DEFENSE	■■■■	SD	■■■□

NO EVOLUTION

#300 SKITTY

TYPE: NORMAL
ABILITY: CUTE CHARM
2'0" / 24 lbs. | EGG: FIELD / FAIRY
AVAILABILITY: ● ●

HP	■■□□	ATTACK	■□□□	SA	■□□□
SPEED	■□□□	DEFENSE	■□□□	SD	■□□□

EVOLVES WITH MOON STONE

#301 DELCATTY

TYPE: NORMAL
ABILITY: CUTE CHARM
3'7" / 72 lbs. | EGG: FIELD / FAIRY
AVAILABILITY:

HP	■■□□	ATTACK	■■□□	SA	■■□□
SPEED	■■□□	DEFENSE	■■□□	SD	■■□□

COMPLETE EVOLUTION

#302 SABLEYE

TYPE: DARK-GHOST
ABILITY: KEEN EYE
1'8" / 24 lbs. | EGG: HUMAN-LIKE
AVAILABILITY: ●

HP	■■□□	ATTACK	■■□□	SA	■■□□
SPEED	■□□□	DEFENSE	■■□□	SD	■■□□

NO EVOLUTION

#303 MAWILE

TYPE: STEEL
ABILITY: HYPER CUTTER / INTIMIDATE
2'0" / 25 lbs. | EGG: FIELD / FAIRY
AVAILABILITY: ●

HP	■■□□	ATTACK	■■■□	SA	■■□□
SPEED	■□□□	DEFENSE	■■■□	SD	■■□□

NO EVOLUTION

#304 ARON

TYPE: STEEL-ROCK
ABILITY: STURDY / ROCK HEAD
1'4" / 132 lbs. | EGG: MONSTER
AVAILABILITY: ● ●

HP	■■□□	ATTACK	■■□□	SA	■□□□
SPEED	■□□□	DEFENSE	■■■□	SD	■□□□

EVOLVES AT LEVEL 32

#305 LAIRON

TYPE: STEEL-ROCK
ABILITY: STURDY / ROCK HEAD
2'11" / 265 lbs. | EGG: MONSTER
AVAILABILITY: ● ●

HP	■■□□	ATTACK	■■■□	SA	■□□□
SPEED	■□□□	DEFENSE	■■■■	SD	■□□□

EVOLVES AT LEVEL 42

#306 AGGRON

TYPE: STEEL-ROCK
ABILITY: STURDY / ROCK HEAD
6'11" / 794 lbs. | EGG: MONSTER
AVAILABILITY:

HP	■■□□	ATTACK	■■■■	SA	■■□□
SPEED	■□□□	DEFENSE	■■■■	SD	■■□□

COMPLETE EVOLUTION

#307 MEDITITE

TYPE: FIGHTING-PSYCHIC
ABILITY: PURE POWER
2'0" / 25 lbs. | EGG: HUMAN-LIKE
AVAILABILITY: ● ● ●

HP	■□□□	ATTACK	■□□□	SA	■□□□
SPEED	■■□□	DEFENSE	■■□□	SD	■■□□

EVOLVES AT LEVEL 37

#308 MEDICHAM

TYPE: FIGHTING-PSYCHIC
ABILITY: PURE POWER
4'3" / 69 lbs. | EGG: HUMAN-LIKE
AVAILABILITY: ● ●

HP	■■□□	ATTACK	■■□□	SA	■■□□
SPEED	■■□□	DEFENSE	■■□□	SD	■■□□

COMPLETE EVOLUTION

#321 WAILORD

TYPE: WATER

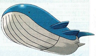
ABILITY: WATER VEIL / OBLIVIOUS

47'7" / 878 lbs. | EGG: FIELD / WATER 2

AVAILABILITY:

HP ■■■■ ATTACK ■■■□ SA ■■■□
SPEED ■■□□ DEFENSE ■□□□ SD ■□□□

COMPLETE EVOLUTION



#322 NUMEL

TYPE: FIRE-GROUND

ABILITY: OBLIVIOUS

2'4" / 53 lbs. | EGG: FIELD

AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■■□□
SPEED ■□□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 33

#323 CAMERUPT

TYPE: FIRE-GROUND

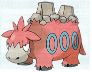
ABILITY: MAGMA ARMOR

6'3" / 485 lbs. | EGG: FIELD

AVAILABILITY:

HP ■■□□ ATTACK ■■■□ SA ■■■□
SPEED ■□□□ DEFENSE ■■□□ SD ■■□□

COMPLETE EVOLUTION



#324 TORKOAL

TYPE: FIRE

ABILITY: WHITE SMOKE

1'8" / 177 lbs. | EGG: FIELD

AVAILABILITY:

HP ■■□□ ATTACK ■■■□ SA ■■■□
SPEED ■□□□ DEFENSE ■■■■ SD ■■□□

NO EVOLUTION

#325 SPOINK

TYPE: PSYCHIC

ABILITY: THICK FAT / OWN TEMPO

2'4" / 67 lbs. | EGG: FIELD

AVAILABILITY:

HP ■■□□ ATTACK ■□□□ SA ■■□□
SPEED ■■□□ DEFENSE ■□□□ SD ■■□□

EVOLVES AT LEVEL 32

#326 GRUMPIG

TYPE: PSYCHIC

ABILITY: THICK FAT / OWN TEMPO

2'11" / 158 lbs. | EGG: FIELD

AVAILABILITY:

HP ■■□□ ATTACK ■□□□ SA ■■■□
SPEED ■■□□ DEFENSE ■■□□ SD ■■■■

COMPLETE EVOLUTION

#327 SPINDA

TYPE: NORMAL

ABILITY: OWN TEMPO

3'7" / 11 lbs. | EGG: FIELD / HUMAN-LIKE

AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■■□□
SPEED ■■□□ DEFENSE ■■□□ SD ■■□□

NO EVOLUTION

#328 TRAPINCH

TYPE: GROUND

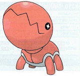
ABILITY: HYPER CUTTER / ARENA TRAP

2'4" / 33 lbs. | EGG: BUG

AVAILABILITY:

HP ■□□□ ATTACK ■■■□ SA ■□□□
SPEED ■□□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 35



#329 VIBRAVA

TYPE: GROUND-DRAGON

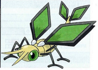
ABILITY: LEVITATE

3'7" / 34 lbs. | EGG: BUG

AVAILABILITY:

HP ■■□□ ATTACK ■■□□ SA ■□□□
SPEED ■■□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 45



#330 FLYGON

TYPE: GROUND-DRAGON

ABILITY: LEVITATE

6'7" / 181 lbs. | EGG: BUG

AVAILABILITY:

HP ■■□□ ATTACK ■■■□ SA ■■□□
SPEED ■■■□ DEFENSE ■■□□ SD ■■□□

COMPLETE EVOLUTION

#331 CACNEA

TYPE: GRASS

ABILITY: SAND VEIL

1'4" / 113 lbs. | EGG: GRASS / HUMAN-LIKE

AVAILABILITY:

HP ■■□□ ATTACK ■■■□ SA ■■■□
SPEED ■□□□ DEFENSE ■□□□ SD ■□□□

EVOLVES AT LEVEL 32

#332 CACTURNE

TYPE: GRASS-DARK

ABILITY: SAND VEIL

4'3" / 171 lbs. | EGG: GRASS / HUMAN-LIKE

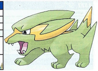
AVAILABILITY:

HP ■■□□ ATTACK ■■■■ SA ■■■■
SPEED ■■□□ DEFENSE ■■□□ SD ■■□□

COMPLETE EVOLUTION

#309 ELECTRIKE

TYPE: ELECTRIC
ABILITY: STATIC / LIGHTNINGROD
2'0" / 34 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
EVOLVES AT LEVEL 26



#310 MANECTRIC

TYPE: ELECTRIC
ABILITY: STATIC / LIGHTNINGROD
4'11" / 89 lbs. | EGG: FIELD
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
COMPLETE EVOLUTION

#311 PLUSLE

TYPE: ELECTRIC
ABILITY: PLUS
1'4" / 9 lbs. | EGG: FAIRY
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
NO EVOLUTION

#312 MINUN

TYPE: ELECTRIC
ABILITY: MINUS
1'4" / 9 lbs. | EGG: FAIRY
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
NO EVOLUTION

#313 VOLBEAT

TYPE: BUG
ABILITY: ILLUMINATE / SWARM
2'4" / 39 lbs. | EGG: BUG / HUMAN-LIKE
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
NO EVOLUTION

#314 ILLUMISE

TYPE: BUG
ABILITY: OBLIVIOUS
2'0" / 39 lbs. | EGG: BUG / HUMAN-LIKE
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
NO EVOLUTION

#315 ROSELIA

TYPE: GRASS-POISON
ABILITY: NATURAL CURE / POISON POINT
1'00" / 4 lbs. | EGG: FAIRY / GRASS
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
NO EVOLUTION

#316 GULPIN

TYPE: POISON
ABILITY: LIQUID OOZE / STICKY HOLD
1'4" / 23 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
EVOLVES AT LEVEL 26

#317 SWALOT

TYPE: POISON
ABILITY: LIQUID OOZE / STICKY HOLD
5'7" / 176 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
COMPLETE EVOLUTION

#318 CARVANHA

TYPE: WATER-DARK
ABILITY: ROUGH SKIN
2'7" / 46 lbs. | EGG: WATER 2
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
EVOLVES AT LEVEL 30

#319 SHARPEDO

TYPE: WATER-DARK
ABILITY: ROUGH SKIN
5'11" / 196 lbs. | EGG: WATER 2
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
COMPLETE EVOLUTION

#320 WAILMER

TYPE: WATER
ABILITY: WATER VEIL / OBLIVIOUS
6'7" / 287 lbs. | EGG: FIELD / WATER 2
AVAILABILITY:
HP | ATTACK | SA
SPEED | DEFENSE | SD
EVOLVES AT LEVEL 40

#333 SWABLU

TYPE: NORMAL-FLYING
ABILITY: NATURAL CURE
1'4" / 3 lbs. | EGG: FLYING / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 35

#334 ALTARIA

TYPE: DRAGON-FLYING
ABILITY: NATURAL CURE
3'7" / 45 lbs. | EGG: FLYING / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#335 ZANGOOSE

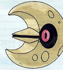
TYPE: NORMAL
ABILITY: IMMUNITY
4'3" / 89 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

#336 SEVIPER

TYPE: POISON
ABILITY: SHED SKIN
8'10" / 116 lbs. | EGG: FIELD / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

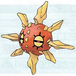
#337 LUNATONE

TYPE: ROCK-PSYCHIC
ABILITY: LEVITATE
3'3" / 370 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION



#338 SOLROCK

TYPE: ROCK-PSYCHIC
ABILITY: LEVITATE
3'11" / 340 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION



#339 BARBOACH

TYPE: WATER-GROUND
ABILITY: OBLIVIOUS
1'4" / 4 lbs. | EGG: WATER 2
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 30

#340 WHISCASH

TYPE: WATER-GROUND
ABILITY: OBLIVIOUS
2'11" / 52 lbs. | EGG: WATER 2
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#341 CORPHISH

TYPE: WATER
ABILITY: HYPER CUTTER / SHELL ARMOR
2'0" / 25 lbs. | EGG: WATER 1 / WATER 3
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 30

#342 CRAWDAUNT

TYPE: WATER-DARK
ABILITY: HYPER CUTTER / SHELL ARMOR
3'7" / 72 lbs. | EGG: WATER 1 / WATER 3
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#343 BALTOY

TYPE: GROUND-PSYCHIC
ABILITY: LEVITATE
1'8" / 47 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 36

#344 CLAYDOL

TYPE: GROUND-PSYCHIC
ABILITY: LEVITATE
4'11" / 238 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#356 DUSCLOPS

TYPE: GHOST
ABILITY: PRESSURE
5'3" / 67 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION

#357 TROPIUS

TYPE: GRASS-FLYING
ABILITY: CHLOROPHYLL
6'7" / 221 lbs. | EGG: MONSTER / GRASS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

NO EVOLUTION

#358 CHIMECHO

TYPE: PSYCHIC
ABILITY: LEVITATE
2'0" / 2 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

NO EVOLUTION

#359 ABSOL

TYPE: DARK
ABILITY: PRESSURE
3'11" / 104 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

NO EVOLUTION

#360 WYNAUT

TYPE: PSYCHIC
ABILITY: SHADOW TAG
2'0" / 31 lbs. | EGG: NONE
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 15

EVOLUTIONARY CONNECTION

Wynaut will evolve into Wobbuffet (see page 150) when it reaches Level 15, gaining incredibly high hit points, plus improved Defense and Special Defense statistics.

#361 SNORUNT

TYPE: ICE
ABILITY: INNER FOCUS
2'4" / 37 lbs. | EGG: FAIRY / MINERAL
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 42

#362 GLALIE

TYPE: ICE
ABILITY: INNER FOCUS
4'11" / 566 lbs. | EGG: FAIRY / MINERAL
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION

#363 SPHEAL

TYPE: ICE-WATER
ABILITY: THICK FAT
2'7" / 87 lbs. | EGG: WATER 1 / FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 32

#364 SEALEO

TYPE: ICE-WATER
ABILITY: THICK FAT
3'7" / 193 lbs. | EGG: WATER 1 / FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

EVOLVES AT LEVEL 44

#365 WALREIN

TYPE: ICE-WATER
ABILITY: THICK FAT
4'7" / 332 lbs. | EGG: WATER 1 / FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD

COMPLETE EVOLUTION

#345 LILEEP

TYPE: ROCK-GRASS
ABILITY: SUCTION CUPS
3'3" / 52 lbs. | EGG: WATER 3
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 40

#346 CRADILY

TYPE: ROCK-GRASS
ABILITY: SUCTION CUPS
4'11" / 133 lbs. | EGG: WATER 3
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#347 ANORITH

TYPE: ROCK-BUG
ABILITY: BATTLE ARMOR
2'4" / 28 lbs. | EGG: WATER 3
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 40

#348 ARMALDO

TYPE: ROCK-BUG
ABILITY: BATTLE ARMOR
4'11" / 150 lbs. | EGG: WATER 3
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

#349 FEEBAS

TYPE: WATER
ABILITY: SWIFT SWIM
2'0" / 16 lbs. | EGG: WATER 1 / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES WITH HIGH BEAUTY

UNUSUAL EVOLUTION

Feebas will evolve into Milotic when its Beauty rating rises enough. Beauty is rated only in the Hoenn region, so you'll need to encourage the evolution in Pokémon Ruby and Pokémon Sapphire. Consult page 24 for more details on this unusual evolution.

#350 MILOTIC

TYPE: WATER
ABILITY: MARVEL SCALE
20'4" / 357 lbs. | EGG: WATER 1 / DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#351 CASTFORM

TYPE: NORMAL
ABILITY: FORECAST
1'0" / 2 lbs. | EGG: FAIRY / AMORPHOUS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

#352 KECLEON

TYPE: NORMAL
ABILITY: COLOR CHANGE
3'3" / 49 lbs. | EGG: FIELD
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

#353 SHUPPET

TYPE: GHOST
ABILITY: INSOMNIA
2'0" / 5 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 37

#354 BANETTE

TYPE: GHOST
ABILITY: INSOMNIA
3'7" / 28 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#355 DUSKULL

TYPE: GHOST
ABILITY: LEVITATE
2'7" / 33 lbs. | EGG: AMORPHOUS
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 37

#366 CLAMPERL

TYPE: WATER
ABILITY: SHELL ARMOR
1'4" / 116 lbs. | EGG: WATER 1
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
TRADE EVOLUTION

HELD-ITEM TRADE EVOLUTION

Clamperl will evolve if traded with one of two held items. Clamperl will change into Huntail if it's holding a Deepseatooth; it will evolve into Gorebyss if it's holding a Deepseascale. You can find both items only in Pokémon Ruby and Pokémon Sapphire.

#367 HUNTAIL

TYPE: WATER
ABILITY: SWIFT SWIM
5'7" / 60 lbs. | EGG: WATER 1
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#368 GOREBYSS

TYPE: WATER
ABILITY: SWIFT SWIM
5'11" / 50 lbs. | EGG: WATER 1
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#369 RELICANTH

TYPE: WATER-ROCK
ABILITY: SWIFT SWIM / ROCK HEAD
3'3" / 52 lbs. | EGG: WATER 1 / WATER 2
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

#370 LUVDISC

TYPE: WATER
ABILITY: SWIFT SWIM
2'0" / 19 lbs. | EGG: WATER 2
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
NO EVOLUTION

#371 BAGON

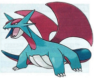
TYPE: DRAGON
ABILITY: ROCK HEAD
2'0" / 93 lbs. | EGG: DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 30

#372 SHELGON

TYPE: DRAGON
ABILITY: ROCK HEAD
3'7" / 244 lbs. | EGG: DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 50

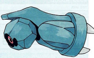
#373 SALAMENCE

TYPE: DRAGON-FLYING
ABILITY: INTIMIDATE
4'11" / 226 lbs. | EGG: DRAGON
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION



#374 BELDUM

TYPE: STEEL-PSYCHIC
ABILITY: CLEAR BODY
2'0" / 210 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 20



#375 METANG

TYPE: STEEL-PSYCHIC
ABILITY: CLEAR BODY
3'11" / 447 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
EVOLVES AT LEVEL 45

#376 METAGROSS

TYPE: STEEL-PSYCHIC
ABILITY: CLEAR BODY
5'3" / 1213 lbs. | EGG: GENDER UNKNOWN
AVAILABILITY:
HP ATTACK SA
SPEED DEFENSE SD
COMPLETE EVOLUTION

#377 REGIROCK

TYPE: ROCK
ABILITY: CLEAR BODY
5'7" / 507 lbs. | EGG: NONE
AVAILABILITY:

HP	■■□□	ATTACK	■■■□	SA	■□□□
SPEED	■□□□	DEFENSE	■■■■	SD	■■■□

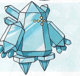
NO EVOLUTION

#378 REGICE

TYPE: ICE
ABILITY: CLEAR BODY
5'11" / 386 lbs. | EGG: NONE
AVAILABILITY:

HP	■■□□	ATTACK	■□□□	SA	■■■□
SPEED	■□□□	DEFENSE	■■■□	SD	■■■■

NO EVOLUTION

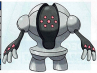


#379 REGISTEEL

TYPE: STEEL
ABILITY: CLEAR BODY
6'3" / 452 lbs. | EGG: NONE
AVAILABILITY:

HP	■■□□	ATTACK	■■□□	SA	■■□□
SPEED	■□□□	DEFENSE	■■■■	SD	■■■■

NO EVOLUTION

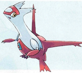


#380 LATIAS

TYPE: DRAGON-PSYCHIC
ABILITY: LEVITATE
4'7" / 88 lbs. | EGG: NONE
AVAILABILITY:

HP	■■□□	ATTACK	■■□□	SA	■■■■
SPEED	■■■■	DEFENSE	■■■□	SD	■■■■

NO EVOLUTION

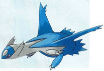


#381 LATIOS

TYPE: DRAGON-PSYCHIC
ABILITY: LEVITATE
6'7" / 132 lbs. | EGG: NONE
AVAILABILITY:

HP	■■□□	ATTACK	■■■□	SA	■■■■
SPEED	■■■■	DEFENSE	■■□□	SD	■■■■

NO EVOLUTION



#382 KYOGRE

TYPE: WATER
ABILITY: DRIZZLE
14'9" / 776 lbs. | EGG: NONE
AVAILABILITY:

HP	■■■□	ATTACK	■■■□	SA	■■■■
SPEED	■■■□	DEFENSE	■■■□	SD	■■■■

NO EVOLUTION

#383 GROUDON

TYPE: GROUND
ABILITY: DROUGHT
11'6" / 2095 lbs. | EGG: NONE
AVAILABILITY:

HP	■■■□	ATTACK	■■■■	SA	■■■□
SPEED	■■■□	DEFENSE	■■■■	SD	■■■□

NO EVOLUTION

#384 RAYQUAZA

TYPE: DRAGON-FLYING
ABILITY: AIR LOCK
23'0" / 455 lbs. | EGG: NONE
AVAILABILITY:

HP	■■■□	ATTACK	■■■■	SA	■■■■
SPEED	■■■□	DEFENSE	■■■□	SD	■■■□

NO EVOLUTION

#385 JIRACHI

TYPE: STEEL-PSYCHIC
ABILITY: SERENE GRACE
1'0" / 2 lbs. | EGG: NONE
AVAILABILITY:

HP	■■■□	ATTACK	■■■□	SA	■■■□
SPEED	■■■□	DEFENSE	■■■□	SD	■■■□

NO EVOLUTION

POKéMON COLOSSEUM PRE-SALE CONNECTION

Trainers have been able to acquire Legendary Jirachi only through the Pokémon Colosseum Pre-Sale Disk for the Nintendo GameCube.

THE MYSTERIOUS DEOXYS—REVEALED!

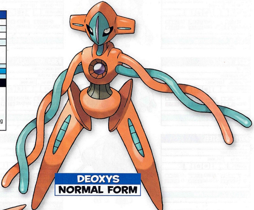
#386	DEOXYS
TYPE: UNKNOWN	
ABILITY: UNKNOWN	
Unknown Data	EGG: NONE
AVAILABILITY:	

HP | ATTACK | SA
SPEED | DEFENSE | SD

NO EVOLUTION

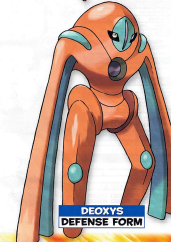
LEGENDARY POKéMON ALERT!

Deoxys, a Pokémon that appears to take three forms, is truly the stuff of legend, and its Pokédex data remains to be seen. Though Deoxys is included in this section, with Hoenn Pokémon, how you can meet and catch it is a major mystery. Check pokemon.com and pokemon-games.com for emerging details.



DEOXYS
NORMAL FORM

DEOXYS
ATTACK FORM



DEOXYS
DEFENSE FORM

Reading the Pokémon Locator

The Pokémon Locator shows where you can find every Pokémon that exists in Pokémon FireRed, LeafGreen, Ruby, Sapphire or Colosseum. In addition to indicating where you can catch the Pokémon, the Locator provides the Pokémon's Pokédex page number.

POKéDEX NUMBER AND NAME

WHERE OR HOW TO OBTAIN

The location entry shows where you can find the Pokémon in the wild, and indicates if you need to do something special to obtain the Pokémon (such as hatch it from an Egg). FR stands for FireRed, LG for LeafGreen, RB for Ruby, SA for Sapphire and PC for Colosseum. If a Pokémon appears in multiple areas in the same game, each one will be listed.

TYPE, ABILITY & ITEM

A Pokémon's type and ability are listed directly below its name. In the case of wild Pokémon that hold items, the item will be listed and designated with R (Rare) or VR (Very Rare). Two of the game's Pokémon are always holding an item—the Snorlax in Pokémon FireRed and LeafGreen and the Vulpix in Pokémon Ruby and Sapphire.

#142 AERODACTYL T E — PAGE 131
TYPE: ROCK-FLYING ABILITY: ROCK HEAD/PRESSURE
FR/LG: TURN IN OLD AMBER AT CINNABAR ISLAND'S POKéMON LAB

#306 AGGRON — PAGE 174
TYPE: STEEL-ROCK ABILITY: STURDY/ROCK HEAD
EVOLVES FROM LAIRON (LEVEL 42)

#190 AIPOM E — PAGE 145
TYPE: NORMAL ABILITY: RUN AWAY/PICKUP
PC: MT. BATTLE

#65 ALAKAZAM — PAGE 109
TYPE: PSYCHIC ABILITY: SYNCHRONIZE/INNER FOCUS
EVOLVES FROM KADABRA (TRADE)

#334 ALTARIA — PAGE 177
TYPE: DRAGON-FLYING ABILITY: NATURAL CURE
EVOLVES FROM SWABLU (LEVEL 35)
RB/SA: SKY PILLAR (5F)

#181 AMPHAROS — PAGE 142
TYPE: ELECTRIC ABILITY: STATIC
EVOLVES FROM FLAAFFY (LEVEL 30)

#347 ANORITH T E — PAGE 178
TYPE: ROCK-BUG ABILITY: BATTLE ARMOR
RB/SA: TURN IN CLAW FOSSIL AT DEVON CORP. IN RUSTBORO CITY

#24 ARBOK C — PAGE 100
TYPE: POISON ABILITY: INTIMIDATE/SHED SKIN ITEM: POISON BARB (VR)
EVOLVES FROM EKANS (LEVEL 22)
FR: ROUTE 23 — FEW
FR: VICTORY ROAD (1F-3F) — FEW

#59 ARCANINE — PAGE 108
TYPE: FIRE ABILITY: INTIMIDATE/FLASH FIRE
EVOLVES FROM GROWLITHE (FIRE STONE)

#168 ARIADOS — PAGE 138
TYPE: BUG-POISON ABILITY: SWARM/INSOMNIA
EVOLVES FROM SPINARAK (LEVEL 22)
PC: MT. BATTLE

HOW-TO-CATCH ICONS

The letters next to the Pokémon's name provide further detail on how to obtain it. Many Pokémon can be obtained in more than one way. If a Pokémon is available only through evolution, it won't have a letter designation.

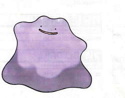
- **C** — FIND THE POKéMON IN THE WILD
- **R** — USE ROCK SMASH TO FIND THE POKéMON IN THE WILD
- **S** — USE SURF TO FIND THE POKéMON IN THE WILD
- **F** — USE A FISHING ROD TO FIND THE POKéMON IN THE WILD
- **E** — HATCH THE POKéMON FROM AN EGG
- **T** — OBTAIN THE POKéMON BY COMPLETING A TASK

AVAILABILITY

Pokémon are more common in some areas than in others. The number of wild Pokémon that you can find in an area is indicated by four descriptors—Many, Some, Few and Rare. Only Pokémon from FireRed and LeafGreen will have such a designation.

POKéDEX REDIRECT

This number will point you to the Pokémon's in-guide Pokédex page. The Pokédex contains detailed information on the Pokémon, including height, weight, moves and more. (Note that not every Pokémon will have its moves listed.) The Pokédex also provides information about catching special Pokémon, such as those you must breed backward from an Egg.



#374 BELDUM T E — PAGE 180

TYPE: STEEL-PSYCHIC ABILITY: CLEAR BODY

RB/SA: GIVEN BY STEVEN IN MOSSDEEP CITY AFTER THE CHAMPIONSHIP

#182 BELLOSSOM — PAGE 143

TYPE: GRASS ABILITY: CHLOROPHYLL

EVOLVES FROM GLOOM (SUN STONE)

#69 BELLSPROUT C E — PAGE 110

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

LG: ROUTES 5 - 7, 24 & 25	SOME
LG: ROUTES 12 - 15	MANY
LG: TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE, SIX ISLAND WATER PATH, THREE ISLAND BERRY FOREST	SOME

#9 BLASTOISE — PAGE 97

TYPE: WATER ABILITY: TORRENT

EVOLVES FROM WARTORTLE (LEVEL 36)

#257 BLAZIKEN — PAGE 170

TYPE: FIRE-FIGHTING ABILITY: BLAZE

EVOLVES FROM COMBUSKEN (LEVEL 36)

#242 BLISSEY — PAGE 166

TYPE: NORMAL ABILITY: NATURAL CURE/SERENE GRACE

EVOLVES FROM CHANSEY (FRIENDSHIP)

#286 BRELOOM — PAGE 172

TYPE: GRASS-FIGHTING ABILITY: EFFECT SPORE

EVOLVES FROM SHROOMISH (LEVEL 23)

#1 BULBASAUR T E — PAGE 96

TYPE: GRASS-POISON ABILITY: OVERGROW

FR/LG: GIVEN BY PROF. OAK IN PALLET TOWN

#12 BUTTERFREE — PAGE 97

TYPE: BUG-FLYING ABILITY: COMPOUNDEYES

EVOLVES FROM METAPOD (LEVEL 10)

#331 CACNEA C E — PAGE 176

TYPE: GRASS ABILITY: SAND VEIL ITEM: POISON BARB (VR)

RB/SA: ROUTE 111

#332 CACTURNE — PAGE 176

TYPE: GRASS-DARK ABILITY: SAND VEIL

EVOLVES FROM CACNEA (LEVEL 32)

#323 CAMERUPT — PAGE 176

TYPE: FIRE-GROUND ABILITY: MAGMA ARMOR

EVOLVES FROM NUMEL (LEVEL 33)

#318 CARVANHA F E — PAGE 175

TYPE: WATER-DARK ABILITY: ROUGH SKIN

RB/SA: ROUTE 118 (SUPER ROD)

#268 CASCOON C — PAGE 171

TYPE: BUG ABILITY: SHED SKIN

EVOLVES FROM WURMPLE (LEVEL 7)
RB/SA: PETALBURG WOODS

#351 CASTFORM T E — PAGE 178

TYPE: NORMAL ABILITY: FORECAST

RB/SA: OBTAINED AT WEATHER INSTITUTE

#10 CATERPIE C E — PAGE 97

TYPE: BUG ABILITY: SHIELD DUST

FR/LG: ROUTE 2	FEW
FR/LG: ROUTES 24 & 25	SOME
FR/LG: SIX ISLAND PATTERN BUSH	SOME
FR/LG: VIRIDIAN FOREST	MANY

#251 CELEBI — PAGE 169

TYPE: UNKNOWN ABILITY: UNKNOWN

???

#113 CHANSEY C E — PAGE 121

TYPE: NORMAL ABILITY: NATURAL CURE/SERENE GRACE ITEM: LUCKY EGG (VR)

FR/LG: SAFARI ZONE (ENTRANCE)	RARE
FR/LG: SAFARI ZONE (AREA 2)	FEW

#6 CHARIZARD — PAGE 96

TYPE: FIRE-FLYING ABILITY: BLAZE

EVOLVES FROM CHARMELEON (LEVEL 36)

#4 CHARMANDER T E — PAGE 96

TYPE: FIRE ABILITY: BLAZE

FR/LG: GIVEN BY PROF. OAK IN PALLET TOWN

#5 CHARMELEON — PAGE 96

TYPE: FIRE ABILITY: BLAZE

EVOLVES FROM CHARMANDER (LEVEL 16)

#152 CHIKORITA E — PAGE 135

TYPE: GRASS ABILITY: OVERGROW

MUST HATCH FROM AN EGG (BAYLEEF OR MEGANIUM IS NECESSARY)

#358 CHIMECHO C E — PAGE 179

TYPE: PSYCHIC ABILITY: LEVITATE

RB/SA: MT. PYRE (TOP)

#170 CHINCHOU C E — PAGE 139

TYPE: WATER-ELECTRIC ABILITY: VOLT ABSORB/ILLUMINATE ITEM: YELLOW SHARD (VR)

RB/SA: ROUTE 126 (OCEAN FLOOR)

#63 ABRA C E
PAGE 109

TYPE: PSYCHIC ABILITY: SYNCHRONIZE/INNER FOCUS ITEM: TWISTEDSPOON (VR)

FR/LG: ROUTES 24, 25 — SOME
RB/SA: GRANITE CAVE (1F)

#359 ABSOL C E
PAGE 179

TYPE: DARK ABILITY: PRESSURE

RB/SA: ROUTE 120
PC: REALGAM TOWER

#142 AERODACTYL T E
PAGE 131

TYPE: ROCK-FLYING ABILITY: ROCK HEAD/PRESSURE

FR/LG: TURN IN OLD AMBER AT CINNABAR ISLAND'S POKéMON LAB

#306 AGGRON
PAGE 174

TYPE: STEEL-ROCK ABILITY: STURDY/ROCK HEAD

EVOLVES FROM LAIRON (LEVEL 42)

#190 AIPOM E
PAGE 145

TYPE: NORMAL ABILITY: RUN AWAY/PICKUP

PC: MT. BATTLE

#65 ALAKAZAM
PAGE 109

TYPE: PSYCHIC ABILITY: SYNCHRONIZE/INNER FOCUS

EVOLVES FROM KADABRA (TRADE)

#334 ALTARIA
PAGE 177

TYPE: DRAGON-FLYING ABILITY: NATURAL CURE

EVOLVES FROM SWABLU (LEVEL 35)
RB/SA: SKY PILLAR (5F)

#181 AMPHAROS
PAGE 142

TYPE: ELECTRIC ABILITY: STATIC

EVOLVES FROM FLAAFFY (LEVEL 30)

#347 ANORITH T E
PAGE 178

TYPE: ROCK-BUG ABILITY: BATTLE ARMOR

RB/SA: TURN IN CLAW FOSSIL AT DEVON CORP. IN RUSTBORO CITY

#24 ARBOK C
PAGE 100

TYPE: POISON ABILITY: INTIMIDATE/SHED SKIN ITEM: POISON BARB (VR)

EVOLVES FROM EKANS (LEVEL 22)
FR: ROUTE 23 — FEW
FR: VICTORY ROAD (1F-3F) — FEW

#59 ARCANINE
PAGE 108

TYPE: FIRE ABILITY: INTIMIDATE/FLASH FIRE

EVOLVES FROM GROWLITHE (FIRE STONE)

#168 ARIADOS
PAGE 138

TYPE: BUG-POISON ABILITY: SWARM/INSOMNIA

EVOLVES FROM SPINARAK (LEVEL 22)
PC: MT. BATTLE

#348 ARMALDO
PAGE 178

TYPE: ROCK-BUG ABILITY: BATTLE ARMOR

EVOLVES FROM ANORITH (LEVEL 40)

#304 ARON C E
PAGE 174

TYPE: STEEL-ROCK ABILITY: STURDY/ROCK HEAD ITEM: HARD STONE (VR)

RB/SA: GRANITE CAVE (B1F)

#144 ARTICUNO T
PAGE 132

TYPE: ICE-FLYING ABILITY: PRESSURE

FR/LG: SEAFOAM ISLAND (B4F) — (ONLY ONE)

#184 AZUMARILL
PAGE 143

TYPE: WATER ABILITY: THICK FAT/HUGE POWER

EVOLVES FROM MARILL (LEVEL 18)

#298 AZURILL E
PAGE 174

TYPE: NORMAL ABILITY: THICK FAT/HUGE POWER

MUST HATCH FROM AN EGG (AZUMARILL OR MARILL WITH SEA INCENSE IS NECESSARY)

#371 BAGON C E
PAGE 180

TYPE: DRAGON ABILITY: ROCK HEAD ITEM: DRAGON SCALE (VR)

RB/SA: METEOR FALLS (1F)

#343 BALTOY C E
PAGE 177

TYPE: GROUND-PSYCHIC ABILITY: LEVITATE

RB/SA: ROUTE 111

#354 BANETTE C
PAGE 178

TYPE: GHOST ABILITY: INSOMNIA ITEM: SPELL TAG (VR)

EVOLVES FROM SHUPPET (LEVEL 37)
SA: SKY PILLAR (1F)

#339 BARBOACH F E
PAGE 177

TYPE: WATER-GROUND ABILITY: OBLIVIOUS

RB/SA: METEOR FALLS ENTRANCE (SUPER ROD)

#153 BAYLEEF
PAGE 135

TYPE: GRASS ABILITY: OVERGROW

EVOLVES FROM CHIKORITA (LEVEL 16)
PC: PHENAC CITY

#267 BEAUTIFLY
PAGE 171

TYPE: BUG-FLYING ABILITY: SWARM

EVOLVES FROM SILCOON (LEVEL 10)

#15 BEEDRILL
PAGE 98

TYPE: BUG-POISON ABILITY: SWARM

EVOLVES FROM KAKUNA (LEVEL 10)

#366 CLAMPERL
S E — PAGE 180

TYPE: WATER ABILITY: SHELL ARMOR ITEM: BLUE SHARD (VR)

RB/SA: ROUTE 126 (OCEAN FLOOR)

#344 CLAYDOL
C E — PAGE 177

TYPE: GROUND-PSYCHIC ABILITY: LEVITATE

EVOLVES FROM BALTOY (LEVEL 36)
RB/SA: SKY PILLAR (1F)

#36 CLEFABLE
PAGE 102

TYPE: NORMAL ABILITY: CUTE CHARM

EVOLVES FROM CLEFAIRY (MOON STONE)

#35 CLEFAIRY
C E — PAGE 102

TYPE: NORMAL ABILITY: CUTE CHARM ITEM: MOON STONE (VR)

EVOLVES FROM CLEFFA (FRIENDSHIP)
FR/LG: MT. MOON (1F) — RARE
FR/LG: MT. MOON (B2F) — FEW

#173 CLEFFA
E — PAGE 140

TYPE: NORMAL ABILITY: CUTE CHARM

MUST HATCH FROM AN EGG (CLEFABLE OR CLEFAIRY IS NECESSARY)

#91 CLOYSTER
PAGE 115

TYPE: WATER-ICE ABILITY: SHELL ARMOR

EVOLVES FROM SHELLDER (WATER STONE)

#256 COMBUSKEN
PAGE 170

TYPE: FIRE-FIGHTING ABILITY: BLAZE

EVOLVES FROM TORCHIC (LEVEL 16)

#341 CORPHISH
F E — PAGE 177

TYPE: WATER ABILITY: HYPER CUTTER/SHELL ARMOR

RB/SA: ROUTE 117 (SUPER ROD)

#222 CORSOLA
F T E — PAGE 158

TYPE: WATER-ROCK ABILITY: HUSTLE/NATURAL CURE ITEM: RED SHARD (VR)

RB/SA: EVER GRANDE CITY (SUPER ROD)

#346 CRADILY
PAGE 178

TYPE: ROCK-GRASS ABILITY: SUCTION CUPS

EVOLVES FROM LILEEP (LEVEL 40)

#342 CRAWDAUNT
PAGE 177

TYPE: WATER-DARK ABILITY: HYPER CUTTER/SHELL ARMOR

EVOLVES FROM CORPHISH (LEVEL 30)

#169 CROBAT
PAGE 139

TYPE: POISON-FLYING ABILITY: INNER FOCUS

EVOLVES FROM GOLBAT (FRIENDSHIP)

#159 CROCONAW
PAGE 136

TYPE: WATER ABILITY: TORRENT

EVOLVES FROM TOTODILE (LEVEL 18)
PC: PHENAC CITY

#104 CUBONE
C E — PAGE 118

TYPE: GROUND ABILITY: ROCK HEAD/LIGHTNINGROD ITEM: THICK CLUB (VR)

FR/LG: POKéMON TOWER (3F - 6F) — FEW
FR/LG: POKéMON TOWER (7F), SEVEN ISLAND SEVAULT CANYON — SOME

#155 CYNDAQUIL
E — PAGE 136

TYPE: FIRE ABILITY: BLAZE

MUST HATCH FROM AN EGG (QUILAVA OR TYPHLOSION IS NECESSARY)

#301 DELCATTY
PAGE 174

TYPE: NORMAL ABILITY: CUTE CHARM

EVOLVES FROM SKITTY (MOON STONE)

#225 DELIBIRD
E — PAGE 159

TYPE: ICE-FLYING ABILITY: VITAL SPIRIT/HUSTLE

FR: FOUR ISLAND ICEFALL CAVE (1F & B1F) — FEW
PC: REALGAM TOWER

#386 DEOXYS
PAGE 182

TYPE: UNKNOWN ABILITY: UNKNOWN

FR: ???
LG: ???

#87 DEWGONG
C — PAGE 114

TYPE: WATER-ICE ABILITY: THICK FAT ITEM: ASPEAR BERRY (R)/NEVERMELTICE (VR)

EVOLVES FROM SEEL (LEVEL 34)
FR/LG: SEAFOAM ISLAND (B3F) — FEW
FR/LG: SEAFOAM ISLAND (B4F), FOUR ISLAND ICEFALL CAVE (ENTRANCE & BOTTOM OF 1F) — SOME
FR/LG: SEAFOAM ISLAND (B4F) — FEW (SURF)

#50 DIGLETT
C E — PAGE 106

TYPE: GROUND ABILITY: SAND VEIL/ARENA TRAP

FR/LG: DIGLETT'S CAVE (B1F) — MANY

#132 DITTO
C E — PAGE 129

TYPE: NORMAL ABILITY: LIMBER ITEM: METAL POWDER (VR)

FR/LG: ROUTES 13 & 15 — FEW
FR/LG: ROUTE 14 — SOME
FR/LG: POKéMON MANSION (B1F), CERULEAN CAVE (B1F, 1F & 2F) — SOME

#85 DODRIO
C — PAGE 113

TYPE: NORMAL-FLYING ABILITY: RUN AWAY/EARLY BIRD ITEM: RB/SA: SHARP BEAK (VR)

EVOLVES FROM DODUO (LEVEL 31)
RB/SA: SAFARI ZONE (NORTHWEST)

#84 DODUO
C E — PAGE 113

TYPE: NORMAL-FLYING ABILITY: RUN AWAY/EARLY BIRD ITEM: RB/SA: SHARP BEAK (VR)

FR/LG: ROUTES 16 - 18 — MANY
FR/LG: SAFARI ZONE (AREA 1 & 3) — SOME
RB/SA: SAFARI ZONE (SOUTHWEST)

#232 DONPHAN
PAGE 161

TYPE: GROUND ABILITY: STURDY

EVOLVES FROM PHANPY (LEVEL 25)

#148 DRAGONAIR [F]
PAGE 134

TYPE: DRAGON ABILITY: SHED SKIN ITEM: DRAGON FANG (VR)

EVOLVES FROM DRATINI (LEVEL 30)
FR/LG: SAFARI ZONE — RARE (SUPER ROD)

#149 DRAGONITE
PAGE 134

TYPE: DRAGON-FLYING ABILITY: INNER FOCUS

EVOLVES FROM DRAGONAIR (LEVEL 55)

#147 DRATINI [F] [E]
PAGE 134

TYPE: DRAGON ABILITY: SHED SKIN

FR/LG: SAFARI ZONE — SOME (SUPER ROD)

#96 DROWZEE [C] [E]
PAGE 116

TYPE: PSYCHIC ABILITY: INSOMNIA

FR/LG: ROUTE 11 — SOME
FR/LG: THREE ISLAND BERRY FOREST — SOME

#51 DUGTRIO [C]
PAGE 106

TYPE: GROUND ABILITY: SAND VEIL/ARENA TRAP

EVOLVES FROM DIGLETT (LEVEL 26)
FR/LG: DIGLETT'S CAVE (B1F) — FEW

#206 DUNSPARCE [C] [E]
PAGE 152

TYPE: NORMAL ABILITY: PRESSURE ITEM: SERENE GRACE/RUN AWAY

FR/LG: THREE ISLE PORT — MANY
PC: PYRITE CAVE

#356 DUSCLOPS [C]
PAGE 179

TYPE: GHOST ABILITY: PRESSURE ITEM: SPELL TAG (VR)

EVOLVES FROM DUSKULL (LEVEL 37)
RB: SKY PILLAR (1F)

#355 DUSKULL [C] [E]
PAGE 178

TYPE: GHOST ABILITY: LEVITATE ITEM: SPELL TAG (VR)

RB/SA: MT. PYRE

#269 DUSTOX
PAGE 171

TYPE: BUG-POISON ABILITY: SHIELD DUST

EVOLVES FROM CASCOON (LEVEL 10)

#133 EEVEE [T] [E]
PAGE 129

TYPE: NORMAL ABILITY: RUN AWAY

FR/LG: GIVEN AT THE ROOFTOP OF CELADON MANSION

#23 EKANS [C] [E]
PAGE 100

TYPE: POISON ABILITY: INTIMIDATE/SHED SKIN

FR: ROUTES 4, 8, 9, 10 & 23 — SOME
FR: ROUTE 11 — MANY

#125 ELECTABUZZ [C]
PAGE 126

TYPE: ELECTRIC ABILITY: STATIC

EVOLVES FROM ELEKID (LEVEL 30)
FR: POWER PLANT — FEW

#309 ELECTRIKE [C] [E]
PAGE 175

TYPE: ELECTRIC ABILITY: STATIC/LIGHTNINGROD

RB/SA: ROUTE 110

#101 ELECTRODE [C] [T]
PAGE 117

TYPE: ELECTRIC ABILITY: SOUNDPROOF/STATIC

EVOLVES FROM VOLTORB (LEVEL 30)
FR/LG: CERULEAN CAVE (B1F, 1F & 2F) — FEW
RB/SA: NEW MAUVILLE

#239 ELEKID [E]
PAGE 164

TYPE: ELECTRIC ABILITY: STATIC

MUST HATCH FROM AN EGG (ELECTABUZZ IS NECESSARY)

#244 ENTEI [T]
PAGE 167

TYPE: FIRE ABILITY: PRESSURE

FR/LG: APPEARS ON ROUTES IN KANTO REGION AFTER DEFEATING THE ELITE FOUR
PC: MT. BATTLE

#196 ESPEON
PAGE 147

TYPE: PSYCHIC ABILITY: SYNCHRONIZE

RB/SA: EVOLVES FROM EEVEE (FRIENDSHIP)
PC: ONE OF STARTING DUO

#102 EXEGGCUTE [C] [E]
PAGE 118

TYPE: GRASS-PSYCHIC ABILITY: CHLOROPHYLL

FR/LG: SAFARI ZONE (ENTRANCE, AREA 1 - 3) — SOME

#103 EXEGGUTOR
PAGE 118

TYPE: GRASS-PSYCHIC ABILITY: CHLOROPHYLL

EVOLVES FROM EXEGGCUTE (LEAF STONE)

#295 EXPLOUD
PAGE 173

TYPE: NORMAL ABILITY: SOUNDPROOF

EVOLVES FROM LOUDRED (LEVEL 40)

#83 FARFETCH'D [T] [E]
PAGE 113

TYPE: NORMAL-FLYING ABILITY: KEEN EYE/INNER FOCUS

FR/LG: TRADE IN VERMILION CITY

#22 FEAROW [C]
PAGE 99

TYPE: NORMAL-FLYING ABILITY: KEEN EYE ITEM: SHARP BEAK (VR)

EVOLVES FROM SPEAROW (LEVEL 20)
FR/LG: ROUTE 17 — FEW
FR/LG: ROUTES 18 & 23 — SOME
FR/LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, TWO ISLAND CAPE BRINK, SIX ISLAND RUIN VALLEY & WATER PATH — SOME
FR/LG: SEVEN ISLAND CANYON ENTRANCE & SEVAULT CANYON, ONE ISLAND MT. EMBER (OUTSIDE) — SOME

#349 FEEBAS F E
PAGE 178

TYPE: WATER ABILITY: SWIFT SWIM

RB/SA: ROUTE 119 (OLD ROD)

#160 FERALIGATR
PAGE 136

TYPE: WATER ABILITY: TORRENT

EVOLVES FROM CROCONAW (LEVEL 30)

#180 FLAAFFY
PAGE 142

TYPE: ELECTRIC ABILITY: STATIC

EVOLVES FROM MAREEP (LEVEL 15)
PC: PYRITE TOWN

#136 FLAREON
PAGE 129

TYPE: FIRE ABILITY: FLASH FIRE

EVOLVES FROM EEVEE (FIRE STONE)

#330 FLYGON
PAGE 176

TYPE: GROUND-DRAGON ABILITY: LEVITATE

EVOLVES FROM VIBRAVA (LEVEL 45)

#205 FORRETRESS
PAGE 151

TYPE: BUG-STEEL ABILITY: STURDY

EVOLVES FROM PINECO (LEVEL 31)
PC: MT. BATTLE

#162 FURRET
PAGE 137

TYPE: NORMAL ABILITY: RUN AWAY/KEEN EYE

EVOLVES FROM SENTRET (LEVEL 15)
PC: PYRITE TOWN

#282 GARDEVOIR
PAGE 172

TYPE: PSYCHIC ABILITY: SYNCHRONIZE/TRACE

EVOLVES FROM KIRLIA (LEVEL 30)

#92 GASTLY C E
PAGE 115

TYPE: GHOST-POISON ABILITY: LEVITATE

FR/LG: POKéMON TOWER (3F)	MANY

#94 GENGAR
PAGE 115

TYPE: GHOST-POISON ABILITY: LEVITATE

EVOLVES FROM HAUNTER (TRADE)

#74 GEODUDE C R E
PAGE 111

TYPE: ROCK-GROUND ABILITY: ROCK HEAD/STURDY ITEM: RB/SA: EVERSTONE (VR)

FR/LG: ONE ISLAND KINDLE ROAD, SEVEN ISLAND SEVAULT CANYON, MT. MOON (1F & B2F), ONE ISLAND MT. EMBER (OUTSIDE)	SOME
FR/LG: VICTORY ROAD (1F - 3F)	SOME
FR/LG: ROCK TUNNEL (B1F & B2F), ONE ISLAND (CRATER, B2F & B1F, 1F - 3F)	MANY
FR/LG: ONE ISLAND KINDLE ROAD, SEVEN ISLAND SEVAULT CANYON, ROCK TUNNEL (B2F)	MANY (ROCK SMASH)
FR/LG: ONE ISLAND MT. EMBER (B2F, B1F & 1F), CERULEAN CAVE (B1F, 1F & 2F)	MANY (ROCK SMASH)
RB/SA: GRANITE CAVE (1F)	

#203 GIRAFARIG C E
PAGE 151

TYPE: NORMAL-PSYCHIC ABILITY: INNER FOCUS/EARLY BIRD ITEM: PERSIM BERRY (VR)

RB/SA: SAFARI ZONE (SOUTHEAST)

#362 GLALIE
PAGE 179

TYPE: ICE ABILITY: INNER FOCUS

EVOLVES FROM SNORUNT (LEVEL 42)

#207 GLIGAR
PAGE 152

TYPE: GROUND-FLYING ABILITY: HYPER CUTTER/SAND VEIL

PC: THE UNDER

#44 GLOOM C
PAGE 104

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

EVOLVES FROM ODDISH (LEVEL 21)	
FR: ROUTES 12 - 15	FEW
FR: SIX ISLAND WATER PATH	FEW
FR: TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE & BERRY FOREST	SOME
RB/SA: ROUTE 121	

#42 GOLBAT C S
PAGE 104

TYPE: POISON-FLYING ABILITY: INNER FOCUS

EVOLVES FROM A ZUBAT (LEVEL 22)	
FR/LG: SEAFOAM ISLAND (B4F - B1F, 1F), FOUR ISLAND ICEFALL CAVE (ENTRANCE, 1F & B1F)	SOME
FR/LG: FIVE ISLAND LOST CAVE (NO.1 - 14), CERULEAN CAVE (B1F, 1F & 2F)	SOME
FR/LG: VICTORY ROAD (1F - 3F)	FEW
RB/SA: VICTORY ROAD (1F)	

#118 GOLDEEN F E
PAGE 123

TYPE: WATER ABILITY: SWIFT SWIM/WATER VEIL

FR/LG: VIRIDIAN CITY, FOUR ISLAND	SOME (GOOD ROD)
FR/LG: TWO ISLAND CAPE BRINK, SIX ISLAND RUIN VALLEY, FOUR ISLAND ICEFALL CAVE (ENTRANCE)	SOME (GOOD ROD)
FR/LG: CERULEAN CAVE (B1F & 1F)	SOME (GOOD ROD)
FR/LG: SAFARI ZONE, THREE ISLAND BERRY FOREST	MANY (GOOD ROD & SUPER ROD)
RB/SA: ROUTE 102 (OLD ROD)	

#55 GOLDUCK C S
PAGE 107

TYPE: WATER ABILITY: DAMP/CLOUD NINE

EVOLVES FROM PSYDUCK (LEVEL 33)	
FR: SEAFOAM ISLAND (B3F & B4F)	RARE
FR: TWO ISLAND CAPE BRINK, THREE ISLAND BERRY FOREST, SEAFOAM ISLAND (B1F)	FEW
FR: SEAFOAM ISLAND (B2F - B4F)	SOME
FR: CERULEAN CAVE (B1F & 1F)	MANY
RB/SA: SAFARI ZONE (NORTHWEST BY SURF)	

#76 GOLEM
PAGE 111

TYPE: ROCK-GROUND ABILITY: ROCK HEAL/STURDY

EVOLVES FROM GRAVELER (TRADE)

#368 GOREBYSS
PAGE 180

TYPE: WATER ABILITY: SWIFT SWIM

EVOLVES FROM CLAMPERL WITH DEEPSEASCALE (TRADE)

#210 GRANBULL
PAGE 153

TYPE: NORMAL ABILITY: INTIMIDATE

EVOLVES FROM SNUBBULL (LEVEL 23)
PC: MT. BATTLE

#75 GRAVELER R
PAGE 111

TYPE: ROCK-GROUND ABILITY: ROCK HEAD/STURDY ITEM: FR/LG: HARD STONE (VR) RB/SA: EVERSTONE (VR)

EVOLVES FROM GEODUDE (LEVEL 25)
FR/LG: CERULEAN CAVE (1F ROCK SMASH)
RB/SA: VICTORY ROAD (B1F ROCK SMASH)

#88 GRIMER C E
PAGE 114

TYPE: POISON ABILITY: STENCH/STICKY HOLD ITEM: RB/SA: NUGGET (VR)

FR/LG: CELADON CITY	RARE (SUPER ROD)
FR: POKéMON MANSION (B1F, 1F - 3F)	FEW
LG: POKéMON MANSION (B1F, 1F - 3F)	SOME
RB/SA: FIERY PATH	

#383 GROUDON T
PAGE 181

TYPE: GROUND ABILITY: DROUGHT

RB: CAVE OF ORIGIN (B4F)

#253 GROVYLE
PAGE 170

TYPE: GRASS ABILITY: OVERGROW

EVOLVES FROM TREECKO (LEVEL 16)

#58 GROWLITHE C E
PAGE 108

TYPE: FIRE ABILITY: INTIMIDATE/FLASH FIRE

FR: POKéMON MANSION (1F)	SOME

#326 GRUMPIG
PAGE 176

TYPE: PSYCHIC ABILITY: THICK FAT/OWN TEMPO

EVOLVES FROM SPOINK (LEVEL 32)

#316 GULPIN C E
PAGE 175

TYPE: POISON ABILITY: LIQUID OOZE/STICKY HOLD ITEM: BIG PEARL (VR)

RB/SA: ROUTE 110

#130 GYARADOS F
PAGE 128

TYPE: WATER-FLYING ABILITY: INTIMIDATE

EVOLVES FROM MAGIKARP (LEVEL 20)	
FR/LG: PALLET TOWN, VIRIDIAN CITY, CERULEAN CITY, VERMILION CITY, FUCHSIA CITY	SOME (SUPER ROD)
FR/LG: CINNABAR ISLAND, ONE ISLAND, FOUR ISLAND, FIVE ISLAND	SOME (SUPER ROD)
FR/LG: ROUTES 4, 10 - 13, 19 - 21, 24	SOME (SUPER ROD)
FR/LG: ONE ISLAND TREASURE BEACH, TWO ISLAND CAPE BRINK, ONE ISLAND KINDLE ROAD, THREE ISLAND BOND BRIDGE	SOME (SUPER ROD)
FR/LG: FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH	SOME (SUPER ROD)
FR/LG: RESORT GORGEOUS, SIX ISLAND RUIN VALLEY & WATER PATH, GREEN PATH	SOME (SUPER ROD)
FR/LG: OUTCAST ISLAND, THREE ISLAND BERRY FOREST, SEAFOAM ISLAND (B3F & B4F)	SOME (SUPER ROD)
FR/LG: FOUR ISLAND ICEFALL CAVE (ENTRANCE & BOTTOM OF 1F), TRAINER TOWER	SOME (SUPER ROD)
FR/LG: TANOBY RUINS, CERULEAN CAVE (B1F & 1F)	SOME (SUPER ROD)
RB/SA: SOOTOPOLIS CITY (SUPER ROD)	

#297 HARIYAMA C
PAGE 173

TYPE: FIGHTING ABILITY: THICK FAT/GUTS ITEM: KING'S ROCK (VR)

EVOLVES FROM MAKUHITA (LEVEL 24)
RB/SA: VICTORY ROAD (1F)

#93 HAUNTER C
PAGE 115

TYPE: GHOST-POISON ABILITY: LEVITATE ITEM: SPELL TAG (VR)

EVOLVES FROM GASTLY (LEVEL 25)	
FR/LG: POKéMON TOWER (3F - 6F)	FEW
FR/LG: POKéMON TOWER (7F), LOST CAVE (NO.1 - 14)	SOME

#214 HERACROSS C E
PAGE 155

TYPE: BUG-FIGHTING ABILITY: SWARM/GUTS

FR/LG: SIX ISLAND PATTERN BUSH	SOME
RB/SA: SAFARI ZONE (NORTHEAST)	
PC: REALGAM TOWER	

#107 HITMONCHAN T
PAGE 119

TYPE: FIGHTING ABILITY: KEEN EYE

EVOLVES FROM TYROGUE (LEVEL 20 WHEN ATTACK IS LOWER THAN DEFENSE)
FR/LG: GIVEN AT BATTLE CENTER IN SAFFRON CITY

#106 HITMONLEE T
PAGE 119

TYPE: FIGHTING ABILITY: LIMBER

EVOLVES FROM TYROGUE (LEVEL 20 WHEN DEFENSE IS LOWER THAN ATTACK)
FR/LG: GIVEN AT BATTLE CENTER IN SAFFRON CITY

#237 HITMONTOP
PAGE 163

TYPE: FIGHTING ABILITY: INTIMIDATE

EVOLVES FROM TYROGUE (LEVEL 20 WHEN ATTACK IS EQUAL TO DEFENSE)
PC: AGATE VILLAGE

#250 HO-OH
PAGE 169

TYPE: FIRE-FLYING ABILITY: PRESSURE

PC: PURIFY ALL 48 SHADOW POKéMON IN STORY MODE, THEN USE YOUR STORY MODE TEAM TO BEAT ALL 100 TRAINERS IN EITHER THE SINGLE BATTLE OR DOUBLE BATTLE CHALLENGE

#163 HOOTHOOT E
PAGE 137

TYPE: NORMAL-FLYING ABILITY: INSOMNIA/KEEN EYE

MUST HATCH FROM AN EGG (NOCTOWL IS NECESSARY)

#187 HOPPIP C S E
PAGE 145

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL

FR/LG: FIVE ISLE MEADOW, WATER LABYRINTH, RESORT GORGEOUS	SOME
FR/LG: FIVE ISLAND MEMORIAL PILLAR	SOME
FR/LG: FIVE ISLAND MEMORIAL PILLAR	MANY

#116 HORSEA F S E
PAGE 123

TYPE: WATER ABILITY: SWIFT SWIM ITEM: RB/SA: DRAGON SCALE (VR)

FR: PALLET TOWN, CERULEAN CITY, VERIMILION CITY, CINNABAR ISLAND	MANY (GOOD ROD & SUPER ROD)
FR: ONE ISLAND, FIVE ISLAND	MANY (GOOD ROD & SUPER ROD)
FR: ROUTES 4, 10 - 13, 19 - 21, 24	MANY (GOOD ROD & SUPER ROD)
FR: SEAFOAM ISLAND (B3F & B4F)	SOME
FR: SEAFOAM ISLAND (B3F & B4F), ONE ISLAND TREASURE BEACH	MANY (GOOD ROD & SUPER ROD)
FR: ONE ISLAND KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW	MANY (GOOD ROD & SUPER ROD)
FR: FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH, RESORT GORGEOUS	MANY (GOOD ROD & SUPER ROD)
FR: SIX ISLAND WATER PATH, GREEN PATH, OUTCAST ISLAND	MANY (GOOD ROD & SUPER ROD)
FR: FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F), TRAINER TOWER, TANOBY RUINS	MANY (GOOD ROD & SUPER ROD)
LG: PALLET TOWN, CERULEAN CITY, CINNABAR ISLAND	SOME (GOOD ROD)
LG: VERMILION CITY	SOME (GOOD ROD) & FEW (SUPER ROD)
LG: ROUTES 4, 10 - 13, 19 - 21, 24	SOME (GOOD ROD)
LG: SEAFOAM ISLAND (B3F & B4F)	SOME (GOOD ROD)
RB/SA: ROUTE 132 (SUPER ROD)	

#229 HOUNDOOM
PAGE 160

TYPE: DARK-FIRE ABILITY: EARLY BIRD/FLASH FIRE

EVOLVES FROM HOUNDOUR (LEVEL 24)
PC: REALGAM TOWER

#228 HOUNDOUR E
PAGE 160

TYPE: DARK-FIRE ABILITY: EARLY BIRD/FLASH FIRE

MUST HATCH FROM AN EGG (HOUNDOOM IS NECESSARY)

#367 HUNTAIL
PAGE 180

TYPE: WATER ABILITY: SWIFT SWIM

EVOLVES FROM CLAMPERL WITH DEEPSEATOOTH (TRADE)

#97 HYPNO C
PAGE 116

TYPE: PSYCHIC ABILITY: INSOMNIA

EVOLVES FROM DROWZEE (LEVEL 26)

FR/LG: THREE ISLAND BERRY FOREST	FEW

#174 IGGLYBUFF E
PAGE 141

TYPE: NORMAL ABILITY: CUTE CHARM

MUST HATCH FROM AN EGG (JIGGLYPUFF OR WIGGLYTUFF IS NECESSARY)

#314 ILLUMISE C E
PAGE 175

TYPE: BUG ABILITY: OBILIVIOUS

RB/SA: ROUTE 117

#2 IVYSAUR
PAGE 96

TYPE: GRASS-POISON ABILITY: OVERGROW

EVOLVES FROM BULBASAUR (LEVEL 16)

#39 JIGGLYPUFF C
PAGE 103

TYPE: NORMAL ABILITY: CUTE CHARM ITEM: FR/LG: ORAN BERRY (VR)

EVOLVES FROM IGGLYBUFF (FRIENDSHIP)

FR/LG: ROUTE 3	SOME
RB/SA: ROUTE 115	

#385 JIRACHI
PAGE 181

TYPE: STEEL-PSYCHIC ABILITY: SERENE GRACE

???

#135 JOLTEON
PAGE 129

TYPE: ELECTRIC ABILITY: VOLT ABSORB

EVOLVES FROM EEVEE (THUNDER STONE)

#189 JUMPLUFF
PAGE 145

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL

EVOLVES FROM SKIPLOOM (LEVEL 27)

#124 JYNX T E
PAGE 125

TYPE: ICE-PSYCHIC ABILITY: OBLIVIOUS

EVOLVES FROM SMOOCHUM (LEVEL 30)

FR/LG: TRADE IN CERULEAN CITY

#140 KABUTO T E
PAGE 131

TYPE: ROCK-WATER ABILITY: SWIFT SWIM/BATTLE ARMOR

FR/LG: TURN IN DOME FOSSIL AT CINNABAR ISLAND POKéMON LAB

#141 KABUTOPS
PAGE 131

TYPE: ROCK-WATER ABILITY: SWIFT SWIM/BATTLE ARMOR

EVOLVES FROM KABUTO (LEVEL 40)

#64 KADABRA C
PAGE 109

TYPE: PSYCHIC ABILITY: SYNCHRONIZE/INNER FOCUS ITEM: FR/LG: TWISTEDSPOON (VR)

EVOLVES FROM ABRA (LEVEL 16)

FR/LG: CERULEAN CAVE (B1F & B2F)	SOME

#14 KAKUNA C
PAGE 98

TYPE: BUG-POISON ABILITY: SHED SKIN

EVOLVES FROM WEEDLE (LEVEL 7)

FR/LG: SIX ISLAND PATTERN BUSH	SOME
FR: ROUTES 24 & 25	FEW
FR: VIRIDIAN FOREST	SOME
LG: ROUTES 24 & 25	RARE
LG: VIRIDIAN FOREST	FEW

#115 KANGASKHAN C E
PAGE 122

TYPE: NORMAL ABILITY: EARLY BIRD

FR/LG: SAFARI ZONE (AREA 3)	RARE
FR/LG: SAFARI ZONE (AREA 1)	FEW

#352 KECLEON C T E
PAGE 178

TYPE: NORMAL ABILITY: COLOR CHANGE ITEM: PERSIM BERRY (VR)

RB/SA: ROUTE 119

#230 KINGDRA
PAGE 161

TYPE: WATER-DRAGON ABILITY: SWIFT SWIM

EVOLVES FROM SEADRA WITH DRAGON SCALE (TRADE)

#99 KINGLER F
PAGE 117

TYPE: WATER ABILITY: HYPER CUTTER/SHELL ARMOR

EVOLVES FROM KRABBY (LEVEL 28)

LG: PALLET TOWN, ONE ISLAND, FIVE ISLAND	FEW (SUPER ROD)
LG: ROUTES 19 - 21	FEW (SUPER ROD)
LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW	FEW (SUPER ROD)
LG: FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH, RESORT GORGEOUS, SIX ISLAND WATER PATH	FEW (SUPER ROD)
LG: GREEN PATH, OUTCAST ISLAND, FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F)	FEW (SUPER ROD)
LG: TRAINER TOWER, TANOBY RUINS	FEW (SUPER ROD)

#281 KIRLIA
PAGE 172

TYPE: PSYCHIC ABILITY: SYNCHRONIZE/TRACE

EVOLVES FROM RALTS (LEVEL 20)

#109 KOFFING C E
PAGE 120

TYPE: POISON ABILITY: LEVITATE ITEM: RB/SA: SMOKE BALL (VR)

FR/LG: CELADON CITY	RARE
FR: POKéMON MANSION (B1F, 1F - 3F)	SOME
LG: POKéMON MANSION (B1F, 1F - 3F)	FEW
RB/SA: FIERY PATH	

#98 KRABBY F S E
PAGE 117

TYPE: WATER ABILITY: HYPER CUTTER/SHELL ARMOR

FR: PALLET TOWN, CERULEAN CITY, VERMILION CITY, CINNABAR ISLAND	SOME (GOOD ROD)
FR: ROUTES 4, 10 - 13, 19 - 21, 24	SOME (GOOD ROD)
FR: SEAFOAM ISLAND (B3F & B4F)	SOME (GOOD ROD)
LG: PALLET TOWN, CERULEAN CITY, VERMILION CITY, CINNABAR ISLAND	MANY (GOOD ROD & SUPER ROD)
LG: ONE ISLAND, FIVE ISLAND	MANY (GOOD ROD & SUPER ROD)
LG: ROUTES 4, 10 - 13, 19 - 21, 24	MANY (GOOD ROD & SUPER ROD)
LG: SEAFOAM ISLAND (B3F & B4F)	SOME
LG: SEAFOAM ISLAND (B3F & B4F)	MANY (GOOD ROD & SUPER ROD)
LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, THREE ISLAND BOND BRIDGE	MANY (GOOD ROD & SUPER ROD)
LG: FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH	MANY (GOOD ROD & SUPER ROD)
LG: RESORT GORGEOUS, SIX ISLAND WATER PATH, GREEN PATH	MANY (GOOD ROD & SUPER ROD)
LG: OUTCAST ISLAND, FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F)	MANY (GOOD ROD & SUPER ROD)
LG: TRAINER TOWER, TANOBY RUINS	MANY (GOOD ROD & SUPER ROD)

#382 KYOGRE T
PAGE 181

TYPE: WATER ABILITY: DRIZZLE

SA: CAVE OF ORIGIN (B4F)

#305 LAIRON C
PAGE 174

TYPE: STEEL-ROCK ABILITY: STURDY/ROCK HEAD ITEM: HARD STONE (VR)

EVOLVES FROM ARON (LEVEL 32)
RB/SA: VICTORY ROAD (1F)

#171 LANTURN
PAGE 139

TYPE: WATER-ELECTRIC ABILITY: VOLT ABSORB/ILLUMINATE

EVOLVES FROM CHINCHOU (LEVEL 27)

#131 LAPRAS C T E
PAGE 128

TYPE: WATER-ICE ABILITY: WATER ABSORB/SHELL ARMOR

FR/LG: GIVEN AT SILPH COMPANY IN SAFFRON CITY	
FR/LG: FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F)	RARE

#246 LARVITAR C E
PAGE 168

TYPE: ROCK-GROUND ABILITY: GUTS

FR/LG: SEVEN ISLAND SEVAULT CANYON	FEW

#380 LATIAS T
PAGE 181

TYPE: DRAGON-PSYCHIC ABILITY: LEVITATE

SA: UNCERTAIN—APPEARS AFTER YOU BECOME THE POKéMON CHAMPION	(ONLY ONE)

#381 LATIOS T
PAGE 181

TYPE: DRAGON-PSYCHIC ABILITY: LEVITATE

RB: UNCERTAIN—APPEARS AFTER YOU BECOME THE POKéMON CHAMPION	(ONLY ONE)

#166 LEDIAN
PAGE 138

TYPE: BUG-FLYING ABILITY: SWARM/EARLY BIRD

EVOLVES FROM LEDYBA (LEVEL 18)
PC: THE UNDER

#165 LEDYBA C E
PAGE 138

TYPE: BUG-FLYING ABILITY: SWARM/EARLY BIRD

FR: SIX ISLAND PATTERN BUSH	FEW
LG: SIX ISLAND PATTERN BUSH	SOME

#108 LICKITUNG T E
PAGE 120

TYPE: NORMAL ABILITY: OWN TEMPO/OBLIVIOUS

FR/LG: TRADE ON ROUTE 18

#345 LILEEP T E
PAGE 178

TYPE: ROCK-GRASS ABILITY: SUCTION CUPS

RB/SA: TURN IN ROOT FOSSIL AT DEVON CORP IN RUSTBORO CITY

#264 LINOONE C
PAGE 171

TYPE: NORMAL ABILITY: PICKUP ITEM: ORAN BERRY (R)/SITRUS BERRY (VR)

EVOLVES FROM ZIGZAGOON (LEVEL 20)
RB/SA: ROUTE 119

#271 LOMBRE C
PAGE 171

TYPE: WATER-GRASS ABILITY: SWIFT SWIM/RAIN DISH

EVOLVES FROM LOTAD (LEVEL 14)
SA: ROUTE 114

#270 LOTAD C E
PAGE 171

TYPE: WATER-GRASS ABILITY: SWIFT SWIM/RAIN DISH

SA: ROUTE 102

#294 LOUDRED C
PAGE 173

TYPE: NORMAL ABILITY: SOUNDPROOF ITEM: CHESTO BERRY (VR)

EVOLVES FROM WHISMUR (LEVEL 20)
RB/SA: VICTORY ROAD (1F)

#272 LUDICOLO
PAGE 171

TYPE: WATER-GRASS ABILITY: SWIFT SWIM/RAIN DISH

EVOLVES FROM LOMBRE (WATER STONE)

#249 LUGIA
PAGE 168

TYPE: UNKNOWN ABILITY: UNKNOWN

UNKNOWN

#337 LUNATONE C S E
PAGE 177

TYPE: ROCK-PSYCHIC ABILITY: LEVITATE ITEM: MOON STONE (VR)

SA: METEOR FALLS (ENTRANCE)

#370 LUVDISC F E
PAGE 180

TYPE: WATER ABILITY: SWIFT SWIM ITEM: HEART SCALE (R)

RB/SA: ROUTE 128 (SUPER ROD)

#68 MACHAMP
PAGE 109

TYPE: FIGHTING ABILITY: GUTS

EVOLVES FROM MACHOKE (TRADE)

#67 MACHOKE C
PAGE 109

TYPE: FIGHTING ABILITY: GUTS ITEM: FR/LG: FOCUS BAND (VR)

EVOLVES FROM MACHOP (LEVEL 28)	
FR/LG: VICTORY ROAD (1F - 3F)	FEW
FR/LG: ONE ISLAND MT. EMBER (CRATER & 1F), CERULEAN CAVE (B1F, 1F & 2F)	SOME

#66 MACHOP C E
PAGE 109

TYPE: FIGHTING ABILITY: GUTS

FR/LG: ROCK TUNNEL (B1F & B2F), ONE ISLAND MT. EMBER (OUTSIDE), VICTORY ROAD (1F - 3F)	SOME
FR/LG: ONE ISLAND MT. EMBER (1F - 3F, CRATER)	MANY
RB/SA: ROUTE 112	

#240 MAGBY E
PAGE 165

TYPE: FIRE ABILITY: FLAME BODY

MUST HATCH FROM AN EGG (MAGMAR IS NECESSARY)

#219 MAGCARGO R
PAGE 157

TYPE: FIRE-ROCK ABILITY: MAGMA ARMOR/FLAME BODY

EVOLVES FROM SLUGMA (LEVEL 38)	
FR/LG: ONE ISLAND MT. EMBER (B3F)	SOME (ROCK SMASH)

#129 MAGIKARP F S T E
PAGE 128

TYPE: WATER ABILITY: SWIFT SWIM

FR/LG: BUY AT ROUTE 3 (PRICE=500)	
FR/LG: PALLET TOWN, VIRIDIAN CITY, CERULEAN CITY	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: VERMILION CITY, FUCHSIA CITY, CINNABAR ISLAND	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: ONE ISLAND, FOUR ISLAND, FIVE ISLAND	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: CELADON CITY	MANY (ALL RODS)
FR/LG: ROUTE 4, 10 - 13, 19 - 21, 24	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: ONE ISLAND TREASURE BEACH, SAFARI ZONE, TWO ISLAND CAPE BRINK	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: THREE ISLAND BOND BRIDGE, ONE ISLAND KINDLE ROAD, FIVE ISLE MEADOW	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: FIVE ISLAND MEMORIAL PILLAR, SEAFOAM ISLAND (B3F & B4F)	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: THREE ISLAND BERRY FOREST, WATER LABYRINTH, RESORT GORGEOUS	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: SIX ISLAND RUIN VALLEY & WATER PATH, GREEN PATH, OUTCAST ISLAND	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: FOUR ISLAND ICEFALL CAVE (ENTRANCE, BOTTOM OF 1F), TRAINER TOWER	MANY (OLD ROD) & SOME (GOOD ROD)
FR/LG: TANOBY RUINS, CERULEAN CAVE (B1F & 1F)	MANY (OLD ROD) & SOME (GOOD ROD)
RB/SA: ANY SEA ROUTES (OLD ROD)	

#126 MAGMAR C
PAGE 126

TYPE: FIRE ABILITY: FLAME BODY

EVOLVES FROM MAGBY (LEVEL 30)	
LG: ONE ISLAND MT. EMBER (OUTSIDE)	FEW

#81 MAGNEMITE C E
PAGE 112

TYPE: ELECTRIC-STEEL ABILITY: MAGNET PULL/STURDY ITEM: RB/SA: METAL COAT (VR)

FR/LG: POWER PLANT	SOME
RB/SA: NEW MAUVILLE (ENTRANCE)	

#82 MAGNETON C
PAGE 112

TYPE: ELECTRIC-STEEL ABILITY: MAGNET PULL/STURDY ITEM: FR/LG: MAGNET (VR) RB/SA: METAL COAT (VR)

EVOLVES FROM MAGNEMITE (LEVEL 30)	
FR/LG: POWER PLANT, CERULEAN CAVE (B1F, 1F & 2F)	SOME
RB/SA: NEW MAUVILLE (INSIDE)	

#296 MAKUHITA C E T
PAGE 173

TYPE: FIGHTING ABILITY: THICK FAT/GUTS

RB/SA: GRANITE CAVE (1F)
PC: PHENAC CITY

#310 MANECTRIC C
PAGE 175

TYPE: ELECTRIC ABILITY: STATIC/LIGHTNINGROD

EVOLVES FROM ELECTRIKE (LEVEL 26)
RB/SA: ROUTE 118

#56 MANKEY C E
PAGE 107

TYPE: FIGHTING ABILITY: VITAL SPIRIT

FR/LG: ROUTE 4	FEW
FR/LG: ROUTES 3 & 23	SOME
FR/LG: ROUTE 22	MANY
FR/LG: ROCK TUNNEL (B1F & B2F)	SOME

#226 MANTINE S E
PAGE 159

TYPE: WATER-FLYING ABILITY: SWIFT SWIM/WATER ABSORB

LG: TRAINER TOWER, TANOBY RUINS	FEW
PC: PYRITE BUILDING	

#179 MAREEP E
PAGE 142

TYPE: ELECTRIC ABILITY: STATIC

MUST HATCH FROM AN EGG (AMPHAROS OR FLAAFFY IS NECESSARY)

#183 MARILL C S E
PAGE 143

TYPE: WATER ABILITY: THICK FAT/HUGE POWER

EVOLVES FROM AZURILL (FRIENDSHIP)	
LG: FOUR ISLAND	MANY
LG: FOUR ISLAND ICEFALL CAVE (ENTRANCE)	FEW
LG: SIX ISLAND RUIN VALLEY	SOME
LG: SIX ISLAND RUIN VALLEY	MANY (SURF)
RB/SA: PETALBURG CITY (SURF)	

#105 MAROWAK C E
PAGE 118

TYPE: GROUND ABILITY: ROCK HEAD/LIGHTNINGROD ITEM: THICK CLUB (VR)

EVOLVES FROM CUBONE (LEVEL 28)	
FR/LG: VICTORY ROAD (1F - 3F)	FEW
FR/LG: SEVEN ISLAND SEVAULT CANYON	SOME

#259 MARSHTOMP
PAGE 170

TYPE: WATER-GROUND ABILITY: TORRENT

EVOLVES FROM MADKIP (LEVEL 16)

#284 MASQUERAIN
PAGE 172

TYPE: BUG-FLYING ABILITY: INTIMIDATE

EVOLVES FROM SURSKIT (LEVEL 22)

#303 MAWILE C E
PAGE 174

TYPE: STEEL ABILITY: HYPER CUTTER/INTIMIDATE

RB: GRANITE CAVE (B1F)

#308 MEDICHAM C
PAGE 174

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER

EVOLVES FROM MEDITITE (LEVEL 37)
RB/SA: VICTORY ROAD (B1F)

#307 MEDITITE C E
PAGE 174

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER

RB/SA: MT. PYRE (OUTSIDE)
PC: PYRITE CAVE

#154 MEGANIUM
PAGE 135

TYPE: GRASS ABILITY: OVERGROW

EVOLVES FROM BAYLEEF (LEVEL 32)

#52 MEOWTH C E
PAGE 106

TYPE: NORMAL ABILITY: PICKUP ITEM: NUGGET (VR)

FR/LG: ROUTE 8	SOME
FR/LG: ROUTES 5 - 7	MANY
FR/LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW	SOME
FR/LG: SIX ISLAND RUIN VALLEY & WATER PATH, SEVEN ISLAND CANYON ENTRANCE & SEVAULT CANYON	SOME

#376 METAGROSS
PAGE 180

TYPE: STEEL-PSYCHIC ABILITY: CLEAR BODY ITEM: NUGGET (VR)

EVOLVES FROM METANG (LEVEL 45)
PC: REALGAM TOWER

#375 METANG
PAGE 180

TYPE: STEEL-PSYCHIC ABILITY: CLEAR BODY

EVOLVES FROM BELDUM (LEVEL 20)

#11 METAPOD C
PAGE 97

TYPE: BUG ABILITY: SHED SKIN

EVOLVES FROM CATERPIE (LEVEL 7)	
FR/LG: SIX ISLAND PATTERN BUSH	FEW
FR: ROUTES 24 & 25	RARE
FR: VIRIDIAN FOREST	FEW
LG: ROUTES 24 & 25	FEW
LG: VIRIDIAN FOREST	SOME

#151 MEW
PAGE 135

TYPE: UNKNOWN ABILITY: UNKNOWN

UNKNOWN

#150 MEWTWO T
PAGE 134

TYPE: PSYCHIC ABILITY: PRESSURE

FR/LG: CERULEAN CAVE (B1F)	(ONLY ONE)

#262 MIGHTYENA
PAGE 170

TYPE: DARK ABILITY: INTIMIDATE

EVOLVES FROM POOCHYENA (LEVEL 18)

#350 MILOTIC
PAGE 178

TYPE: WATER ABILITY: MARVEL SCALE

EVOLVES FROM FEEBAS (HIGH BEAUTY)

#241 MILTANK
PAGE 165

TYPE: NORMAL ABILITY: THICK FAT

PC: REALGAM TOWER

#312 MINUN C E
PAGE 175

TYPE: ELECTRIC ABILITY: MINUS

RB/SA: ROUTE 110

#200 MISDREAVUS C E
PAGE 149

TYPE: GHOST ABILITY: LEVITATE ITEM: LG: SPELL TAG (VR)

LG: FIVE ISLAND LOST CAVE (NO. 1 - 10)	FEW
LG: FIVE ISLAND LOST CAVE (NO. 11 - 14)	SOME
PC: PYRITE TOWN	

#146 MOLTRES T
PAGE 133

TYPE: FIRE-FLYING ABILITY: PRESSURE

FR/LG: ONE ISLAND MT. EMBER (TOP)	(ONLY ONE)

#122 MR. MIME T E
PAGE 124

TYPE: PSYCHIC ABILITY: SOUNDPROOF

FR/LG: TRADE ON ROUTE 2

#258 MUDKIP T E
PAGE 170

TYPE: WATER ABILITY: TORRENT

RB/SA: GIVEN BY PROF. BIRCH IN LITTLEROOT TOWN

#89 MUK C
PAGE 114

TYPE: POISON ABILITY: STENCH/STICKY HOLD

EVOLVES FROM GRIMER (LEVEL 38)	
LG: POKéMON MANSION (B1F, 1F - 3F)	FEW

#198 MURKROW C E
PAGE 148

TYPE: DARK-FLYING ABILITY: INSOMNIA

FR: FIVE ISLAND LOST CAVE (NO. 1 - 10)	FEW
FR: FIVE ISLAND LOST CAVE (NO. 11 - 14)	SOME
PC: MT. BATTLE	

#177 NATU C E
PAGE 142

TYPE: PSYCHIC-FLYING ABILITY: SYNCHRONIZE/EARLY BIRD

FR/LG: SIX ISLAND RUIN VALLEY	SOME
RB/SA: SAFARI ZONE (SOUTHEAST)	

#34 NIDOKING
PAGE 102

TYPE: POISON-GROUND ABILITY: POISON POINT

EVOLVES FROM NIDORINO (MOON STONE)

#31 NIDOQUEEN
PAGE 101

TYPE: POISON-GROUND ABILITY: POISON POINT

EVOLVES FROM NIDORINA (MOON STONE)

#29 NIDORAN♀ C T E
PAGE 101

TYPE: POISON ABILITY: POISON POINT

FR: ROUTE 3	RARE
FR: SAFARI ZONE (AREA 1 & 3)	FEW
LG: ROUTE 3	SOME
LG: SAFARI ZONE	SOME

#32 NIDORAN♂ C T E
PAGE 102

TYPE: POISON ABILITY: POISON POINT

FR: ROUTE 3	SOME
FR: SAFARI ZONE	SOME
LG: ROUTE 3	RARE
LG: SAFARI ZONE (AREA 1 & 3)	FEW

#30 NIDORINA C T
PAGE 101

TYPE: POISON ABILITY: POISON POINT

EVOLVES FROM NIDORAN♀ (LEVEL 16)	
FR: SAFARI ZONE (ENTRANCE & AREA 2)	FEW
LG: SAFARI ZONE	SOME

#33 NIDORINO C T
PAGE 102

TYPE: POISON ABILITY: POISON POINT

EVOLVES FROM NIDORAN♂ (LEVEL 16)
FR: SAFARI ZONE — SOME
LG: SAFARI ZONE (ENTRANCE & AREA 2) — FEW

#290 NINCADA C E
PAGE 173

TYPE: BUG-GROUND ABILITY: COMPOUNDEYES

RB/SA: ROUTE 116

#38 NINETALES
PAGE 103

TYPE: FIRE ABILITY: FLASH FIRE

EVOLVES FROM VULPIX (FIRE STONE)

#291 NINJASK
PAGE 173

TYPE: BUG-FLYING ABILITY: SPEED BOOST

EVOLVES FROM NINCADA (LEVEL 20)

#164 NOCTOWL
PAGE 137

TYPE: NORMAL-FLYING ABILITY: INSOMNIA/KEEN EYE

EVOLVES FROM HOOTHOOT (LEVEL 20)
PC: PYRITE TOWN

#299 NOSEPASS R E
PAGE 174

TYPE: ROCK ABILITY: STURDY/MAGNET PULL

RB/SA: GRANITE CAVE (B2F BY ROCK SMASH)

#322 NUMEL C E
PAGE 176

TYPE: FIRE-GROUND ABILITY: OBLIVIOUS ITEM: RAWST BERRY

RB/SA: ROUTE 112

#274 NUZLEAF C
PAGE 171

TYPE: GRASS-DARK ABILITY: CHLOROPHYLL/EARLY BIRD

EVOLVES FROM SEEDOT (LEVEL 14)
RB: ROUTE 114

#224 OCTILLERY
PAGE 158

TYPE: WATER ABILITY: SUCTION CUPS

EVOLVES FROM REMORAID (LEVEL 25)

#43 ODDISH C E
PAGE 104

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

FR: ROUTES 5 - 7, 24 & 25 — SOME
FR: ROUTES 12 - 15 — MANY
FR: TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE, SIX ISLAND WATER PATH, THREE ISLAND BERRY FOREST — SOME
RB/SA: ROUTE 110

#138 OMANYTE T E
PAGE 130

TYPE: ROCK-WATER ABILITY: SWIFT SWIM/SHELL ARMOR

FR/LG: TURN IN HELIX FOSSIL AT CINNABAR ISLAND'S POKéMON LAB

#139 OMASTAR
PAGE 130

TYPE: ROCK-WATER ABILITY: SWIFT SWIM/SHELL ARMOR

EVOLVES FROM OMANYTE (LEVEL 40)

#95 ONIX C E
PAGE 116

TYPE: ROCK-GROUND ABILITY: ROCK HEAD/STURDY ITEM: HARD STONE (VR)

FR/LG: SEVEN ISLAND SEVAULT CANYON, ROCK TUNNEL (B1F) — FEW
FR/LG: ROCK TUNNEL (B2F), VICTORY ROAD (1F - 3F) — SOME

#46 PARAS C E
PAGE 105

TYPE: BUG-GRASS ABILITY: EFFECT SPORE ITEM: TINYMUSHROOM (R)/BIG MUSHROOM (VR)

FR/LG: MT. MOON (1F) — FEW
FR/LG: MT. MOON (B2F), SAFARI ZONE (AREA 1 & 2) — SOME
FR/LG: MT. MOON (B1F) — MANY

#47 PARASECT C
PAGE 105

TYPE: BUG-GRASS ABILITY: EFFECT SPORE ITEM: TINYMUSHROOM (R)/BIG MUSHROOM (VR)

EVOLVES FROM PARAS (LEVEL 24)
FR/LG: SAFARI ZONE (ENTRANCE & AREA 1) — FEW
FR/LG: CERULEAN CAVE (B1F, 1F & 2F) — SOME

#279 PELIPPER S
PAGE 172

TYPE: WATER-FLYING ABILITY: KEEN EYE

EVOLVES FROM WINGULL (LEVEL 25)
RB/SA: ANY SEA ROUTES

#53 PERSIAN C
PAGE 106

TYPE: NORMAL ABILITY: LIMBER

EVOLVES FROM MEOWTH (LEVEL 28)
FR/LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW — FEW
FR/LG: SIX ISLAND RUIN VALLEY & WATER PATH, SEVEN ISLAND CANYON ENTRANCE & SEVAULT CANYON — FEW

#231 PHANPY C E
PAGE 161

TYPE: GROUND ABILITY: PICKUP

FR/LG: SEVEN ISLAND CANYON ENTRANCE & SEVAULT CANYON — SOME
RB/SA: SAFARI ZONE (NORTHEAST)

#172 PICHU E
PAGE 140

TYPE: ELECTRIC ABILITY: STATIC

MUST HATCH FROM AN EGG (PIKACHU OR RAICHU IS NECESSARY)

#18 PIDGEOT
PAGE 98

TYPE: NORMAL-FLYING ABILITY: KEEN EYE

EVOLVES FROM PIDGEOTTO (LEVEL 36)

#17 PIDGEOTTO C
PAGE 98

TYPE: NORMAL-FLYING ABILITY: KEEN EYE

EVOLVES FROM PIDGEY (LEVEL 18)
FR/LG: ROUTES 13 - 15 — FEW
FR/LG: THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, THREE ISLAND BERRY FOREST — SOME

#16 PIDGEY C E
PAGE 98

TYPE: NORMAL-FLYING ABILITY: KEEN EYE

FR/LG: ROUTES 3, 7, 8, 12 - 15, 24 & 25 — SOME
FR/LG: ROUTES 1, 2, 5 & 6 — MANY
FR/LG: THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, THREE ISLAND BERRY FOREST — SOME

#25 PIKACHU C
PAGE 100

TYPE: ELECTRIC ABILITY: STATIC ITEM: RB/SA: ORAN BERRY (R)/LIGHT BALL (VR)

EVOLVES FROM PICHU (FRIENDSHIP)	
FR/LG: VIRIDIAN FOREST	FEW
FR/LG: POWER PLANT	SOME
RB/SA: SAFARI ZONE (SOUTHEAST)	

#221 PILOSWINE
PAGE 157

TYPE: ICE-GROUND ABILITY: OBLIVIOUS

EVOLVES FROM SWINUB (LEVEL 33)
PC: THE UNDER

#204 PINECO E
PAGE 151

TYPE: BUG ABILITY: STURDY

MUST HATCH FROM AN EGG (FORRETRESS IS NECESSARY)

#127 PINSIR C E
PAGE 127

TYPE: BUG ABILITY: HYPER CUTTER

LG: SAFARI ZONE (AREA 1)	RARE
LG: SAFARI ZONE (ENTRANCE)	FEW
RB/SA: SAFARI ZONE (NORTHWEST)	

#311 PLUSLE C E
PAGE 175

TYPE: ELECTRIC ABILITY: PLUS

RB/SA: ROUTE 110
PC: GIVEN IN PYRITE TOWN

#186 POLITOED
PAGE 144

TYPE: WATER ABILITY: WATER ABSORB/DAMP

EVOLVES FROM POLIWHIRL WITH KING'S ROCK (TRADE)

#60 POLIWAG F E
PAGE 108

TYPE: WATER ABILITY: WATER ABSORB/DAMP

FR/LG: FUCHSIA CITY	SOME (GOOD ROD)
FR/LG: VIRIDIAN CITY	MANY (GOOD ROD & SUPER ROD)
FR/LG: ROUTES 6, 22, 23 & 25	MANY (GOOD ROD & SUPER ROD)
FR/LG: SAFARI ZONE, THREE ISLAND BERRY FOREST	SOME (GOOD ROD)
FR/LG: TWO ISLAND CAPE BRINK, SIX ISLAND RUIN VALLEY, FOUR ISLAND ICEFALL CAVE (ENTRANCE)	MANY (GOOD ROD & SUPER ROD)
FR/LG: CERULEAN CAVE (B1F & 1F)	MANY (GOOD ROD & SUPER ROD)

#61 POLIWHIRL F
PAGE 108

TYPE: WATER ABILITY: WATER ABSORB/DAMP

EVOLVES FROM POLIWAG (LEVEL 25)	
FR/LG: VIRIDIAN CITY, FOUR ISLAND	MANY (SUPER ROD)
FR/LG: ROUTES 6, 22, 23 & 25	MANY (SUPER ROD)
FR/LG: TWO ISLAND CAPE BRINK, SIX ISLAND RUIN VALLEY, FOUR ISLAND ICEFALL CAVE (ENTRANCE)	MANY (SUPER ROD)
FR/LG: CERULEAN CAVE (B1F & 1F)	MANY (SUPER ROD)

#62 POLIWRATH
PAGE 108

TYPE: WATER-FIGHTING ABILITY: WATER ABSORB/DAMP

EVOLVES FROM POLIWHIRL (WATER STONE)

#77 PONYTA C E
PAGE 111

TYPE: FIRE ABILITY: RUN AWAY/FLASH FIRE

FR/LG: ONE ISLAND KINDLE ROAD	SOME
FR/LG: ONE ISLAND MT. EMBER (OUTSIDE)	MANY

#261 POOCHYENA C E
PAGE 170

TYPE: DARK ABILITY: RUN AWAY ITEM: PECHA BERRY (VR)

RB/SA: ROUTE 103

#137 PORYGON T E
PAGE 130

TYPE: NORMAL ABILITY: TRACE

FR/LG: TRADE WITH COINS IN CELADON CITY

#233 PORYGON2
PAGE 162

TYPE: NORMAL ABILITY: TRACE

EVOLVES FROM PORYGON WITH UP-GRADE (TRADE)

#57 PRIMEAPE C
PAGE 107

TYPE: FIGHTING ABILITY: VITAL SPIRIT

EVOLVES FROM MANKEY (LEVEL 28)	
FR/LG: ROUTE 23	FEW
FR/LG: VICTORY ROAD (2F), CERULEAN CAVE (1F)	SOME

#54 PSYDUCK F S E
PAGE 107

TYPE: WATER ABILITY: DAMP/CLOUD NINE

FR: PALLET TOWN, CERULEAN CITY, VERMILION CITY, CINNABAR ISLAND, ONE ISLAND	RARE (SUPER ROD)
FR: FIVE ISLAND	RARE (SUPER ROD)
FR: VIRIDIAN CITY, FUCHSIA CITY, FOUR ISLAND	FEW (SUPER ROD)
FR: FOUR ISLAND	SOME
FR: VIRIDIAN CITY, FUCHSIA CITY, CELADON CITY	MANY
FR: ROUTES 4, 10, 11, 13, 19 - 21, 24	RARE (SUPER ROD)
FR: ROUTES 6, 22, 23 & 25	FEW (SUPER ROD)
FR: ROUTES 6, 22, 23 & 25	MANY
FR: ONE ISLAND TREASURE BEACH & KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW	RARE (SUPER ROD)
FR: FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH, RESORT GORGEOUS, SIX ISLAND WATER PATH	RARE (SUPER ROD)
FR: GREEN PATH, FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F), TRAINER TOWER, TANOBY RUINS	RARE (SUPER ROD)
FR: OUTCAST ISLAND	RARE (SUPER ROD)
FR: SEAFOAM ISLAND (B3F & B4F), ONE ISLAND TREASURE BEACH & KINDLE ROAD, TWO ISLAND CAPE BRINK	FEW
FR: THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, SIX ISLAND RUIN VALLEY & WATER PATH, SEVEN ISLAND CANYON ENTRANCE	FEW
FR: THREE ISLAND BERRY FOREST, FOUR ISLAND ICEFALL CAVE (ENTRANCE & BOTTOM OF 1F)	FEW
FR: SAFARI ZONE, THREE ISLAND BERRY FOREST, SEAFOAM ISLAND (B3F & B4F)	FEW (SUPER ROD)
FR: TWO ISLAND CAPE BRINK, SIX ISLAND RUIN VALLEY, FOUR ISLAND ICEFALL CAVE (ENTRANCE), CERULEAN CAVE (B1F & 1F)	FEW (SUPER ROD)
FR: SEAFOAM ISLAND (B3F & B4F), FOUR ISLAND ICEFALL CAVE (ENTRANCE)	SOME
FR: SAFARI ZONE, THREE ISLAND BERRY FOREST, CERULEAN CAVE (B1F & 1F)	MANY
FR: TWO ISLAND CAPE BRINK, SEAFOAM ISLAND (B2F, B1F & 1F)	MANY
RB/SA: SAFARI ZONE (SOUTHWEST BY SURF)	

#247 PUPITAR
PAGE 168

TYPE: ROCK-GROUND ABILITY: SHED SKIN

EVOLVES FROM LARVITAR (LEVEL 30)

#195 QUAGSIRE
PAGE 147

TYPE: WATER-GROUND ABILITY: DAMP/WATER ABSORB

EVOLVES FROM WOOPER (LEVEL 20)
PC: PYRITE TOWN

#156 QUILAVA
PAGE 136

TYPE: FIRE ABILITY: BLAZE

EVOLVES FROM CYNDAQUIL (LEVEL 14)
PC: PHENAC CITY

#211 QWILFISH F E
PAGE 154

TYPE: WATER-POISON ABILITY: POISON POINT/SWIFT SWIM

FR: FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH, RESORT GORGEOUS	MANY (SUPER ROD)
FR: SIX ISLAND WATER PATH, GREEN PATH, OUTCAST ISLAND, TRAINER TOWER, TANOBY RUINS	MANY (SUPER ROD)
PC: PYRITE BUILDING	

#26 RAICHU
PAGE 100

TYPE: ELECTRIC ABILITY: STATIC

EVOLVES FROM PIKACHU (THUNDER STONE)

#243 RAIKOU
T

PAGE 166

TYPE: ELECTRIC ABILITY: PRESSURE

FR/LG: APPEARS ON ROUTES IN KANTO REGION AFTER DEFEATING THE ELITE FOUR
PC: MT. BATTLE

#280 RALTS
C E

PAGE 172

TYPE: PSYCHIC ABILITY: SYNCHRONIZE/TRACE

RB/SA: ROUTE 102

#78 RAPIDASH
C

PAGE 111

TYPE: FIRE ABILITY: RUN AWAY/FLASH FIRE

EVOLVES FROM PONYTA (LEVEL 40)
FR/LG: ONE ISLAND KINDLE ROAD, ONE ISLAND MT. EMBER (OUTSIDE) — FEW

#20 RATICATE
C

PAGE 99

TYPE: NORMAL ABILITY: RUN AWAY/GUTS ITEM: ORAN BERRY (R)/SITRUS BERRY (VR)

EVOLVES FROM RATTATA (LEVEL 20)

FR/LG: ROUTE 16	FEW
FR/LG: ROUTES 17 & 18	SOME
FR/LG: POKéMON MANSION (B1F, 1F - 3F)	SOME

#19 RATTATA
C E

PAGE 99

TYPE: NORMAL ABILITY: RUN AWAY/GUTS

FR/LG: ROUTES 17 & 18	FEW
FR/LG: ROUTE 16	SOME
FR/LG: ROUTES 1, 2, 4, 9 & 22	MANY
FR/LG: POKéMON MANSION (B1F)	FEW
FR/LG: POKéMON MANSION (1F - 3F)	SOME

#384 RAYQUAZA
T

PAGE 181

TYPE: DRAGON-FLYING ABILITY: AIR LOCK

RB/SA: SKY PILLAR (TOP): APPEARS AFTER YOU BECOME THE POKéMON LEAGUE CHAMPION — (ONLY ONE)

#378 REGICE
T

PAGE 181

TYPE: ICE ABILITY: CLEAR BODY

RB/SA: ISLAND CAVE — (ONLY ONE)

#377 REGIROCK
T

PAGE 181

TYPE: ROCK ABILITY: CLEAR BODY

RB/SA: DESERT RUINS — (ONLY ONE)

#379 REGISTEEL
T

PAGE 181

TYPE: STEEL ABILITY: CLEAR BODY

RB/SA: ANCIENT TOMB — (ONLY ONE)

#369 RELICANTH
S E

PAGE 180

TYPE: WATER ABILITY: SWIFT SWIM/ROCK HEAD ITEM: GREEN SHARD (VR)

RB/SA: ROUTE 126 (OCEAN FLOOR)

#223 REMORAID
F E

PAGE 158

TYPE: WATER ABILITY: HUSTLE

LG: FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH, RESORT GORGEOUS	MANY (SUPER ROD)
LG: SIX ISLAND WATER PATH, GREEN PATH, OUTCAST ISLAND, TRAINER TOWER, TANOBY RUINS	MANY (SUPER ROD)
PC: PYRITE BUILDING	

#112 RHYDON
PAGE 121

TYPE: GROUND-ROCK ABILITY: LIGHTNINGROD/ROCK HEAD

EVOLVES FROM RHYHORN (LEVEL 42)

#111 RHYHORN
C E

PAGE 121

TYPE: GROUND-ROCK ABILITY: LIGHTNINGROD/ROCK HEAD

FR/LG: SAFARI ZONE (ENTRANCE & AREA 2) — SOME
RB/SA: SAFARI ZONE (NORTHWEST)

#315 ROSELIA
C E

PAGE 175

TYPE: GRASS-POISON ABILITY: NATURAL CURE/POISON POINT ITEM: POISON BARB (VR)

RB/SA: ROUTE 117

#302 SABLEYE
C E

PAGE 174

TYPE: DARK-GHOST ABILITY: KEEN EYE

SA: GRANITE CAVE (B1F)

#373 SALAMENCE
PAGE 180

TYPE: DRAGON-FLYING ABILITY: INTIMIDATE

EVOLVES FROM SHELGON (LEVEL 50)

#27 SANDSHREW
C E

PAGE 101

TYPE: GROUND ABILITY: SAND VEIL ITEM: RB/SA: QUICK CLAW (VR)

LG: ROUTES 4, 8 - 10, 23	SOME
LG: ROUTE 11	MANY
RB/SA: ROUTE 111	

#28 SANDSLASH
C

PAGE 101

TYPE: GROUND ABILITY: SAND VEIL ITEM: LG: SOFT SAND (VR)

EVOLVES FROM SANDSHREW (LEVEL 22)

LG: ROUTE 23	FEW
LG: VICTORY ROAD (1F - 3F)	FEW

#254 SCEPTILE
PAGE 170

TYPE: GRASS ABILITY: OVERGROW

EVOLVES FROM GROVYLE (LEVEL 36)

#212 SCIZOR
PAGE 154

TYPE: BUG-STEEL ABILITY: SWARM

EVOLVES FROM SCYTHER WITH METAL COAT (TRADE)

#123 SCYTHER
C E

PAGE 125

TYPE: BUG-FLYING ABILITY: SWARM

FR: SAFARI ZONE (AREA 1)	RARE
FR: SAFARI ZONE (ENTRANCE)	FEW

#117 SEADRA F
PAGE 123

TYPE: WATER ABILITY: POISON POINT

EVOLVES FROM HORSEA (LEVEL 32)

FR: PALLET TOWN, CINNABAR ISLAND, ONE ISLAND, FIVE ISLAND	FEW (SUPER ROD)
FR: ROUTES 19 - 21	FEW (SUPER ROD)
FR: ONE ISLAND KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR	FEW (SUPER ROD)
FR: WATER LABYRINTH, RESORT GORGEOUS, SIX ISLAND WATER PATH, GREEN PATH	FEW (SUPER ROD)
FR: OUTCAST ISLAND, FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F), TRAINER TOWER, TANOBY RUINS	FEW (SUPER ROD)

#119 SEAKING F
PAGE 123

TYPE: WATER ABILITY: SWIFT SWIM/WATER VEIL

EVOLVES FROM GOLDEEN (LEVEL 33)

FR/LG: FUCHSIA CITY	MANY (SUPER ROD)
FR/LG: SAFARI ZONE, THREE ISLAND BERRY FOREST	MANY (SUPER ROD)
RB/SA: SAFARI ZONE (SOUTHWEST BY SUPER ROD)	

#364 SEALEO
PAGE 179

TYPE: ICE-WATER ABILITY: THICK FAT

EVOLVES FROM SPHEAL (LEVEL 32)

#273 SEEDOT C E
PAGE 171

TYPE: GRASS ABILITY: CHLOROPHYLL/EARLY BIRD

RB: ROUTE 102

#86 SEEL C E
PAGE 114

TYPE: WATER ABILITY: THICK FAT ITEM: ASPEAR BERRY (R)

FR/LG: SEAFOAM ISLAND (B1F & B2F), FOUR ISLAND ICEFALL CAVE (B1F & 1F)	SOME
FR/LG: SEAFOAM ISLAND (B3F & B4F), FOUR ISLAND ICEFALL CAVE (ENTRANCE & BOTTOM OF 1F)	MANY

#161 SENTRET C E
PAGE 137

TYPE: NORMAL ABILITY: RUN AWAY/KEEN EYE ITEM: ORAN BERRY (VR)

FR/LG: FIVE ISLE MEADOW, SIX ISLAND WATER PATH, SEVEN ISLAND CANYON ENTRANCE	SOME

#336 SEVIPER C E
PAGE 177

TYPE: POISON ABILITY: SHED SKIN

SA: ROUTE 114

#319 SHARPEDO F
PAGE 175

TYPE: WATER-DARK ABILITY: ROUGH SKIN

EVOLVES FROM CARVANHA (LEVEL 30)

RB/SA: ROUTE 118 (SUPER ROD)

#292 SHEDINJA
PAGE 173

TYPE: BUG-GHOST ABILITY: WONDER GUARD

EVOLVES FROM NINCADA (LEVEL 20) — YOU MUST HAVE AT LEAST ONE POKé BALL AND FIVE OR FEWER POKéMON IN YOUR PARTY

#372 SHELGON
PAGE 181

TYPE: DRAGON ABILITY: ROCK HEAD

EVOLVES FROM BAGON (LEVEL 30)

#90 SHELLDER F E
PAGE 115

TYPE: WATER ABILITY: SHELL ARMOR

FR: PALLET TOWN, VERMILION CITY, CINNABAR ISLAND, ONE ISLAND, FIVE ISLAND	MANY (SUPER ROD)
FR: FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F)	MANY (SUPER ROD)

#275 SHIFTRY
PAGE 172

TYPE: GRASS-DARK ABILITY: CHLOROPHYLL/EARLY BIRD

EVOLVES FROM NUZLEAF (LEAF STONE)

#285 SHROOMISH C E
PAGE 172

TYPE: GRASS ABILITY: EFFECT SPORE

RB/SA: PETALBURG WOODS

#213 SHUCKLE E
PAGE 155

TYPE: BUG-ROCK ABILITY: STURDY

PC: THE UNDER

#353 SHUPPET C E
PAGE 178

TYPE: GHOST ABILITY: INSOMNIA ITEM: SPELL TAG (VR)

RB: MT. PYRE (TOP)

SA: MT. PYRE (1F)

#266 SILCOON C
PAGE 171

TYPE: BUG ABILITY: SHED SKIN

EVOLVES FROM WURMPLE (LEVEL 7)

RB/SA: PETALBURG WOODS

#227 SKARMORY C E
PAGE 160

TYPE: STEEL-FLYING ABILITY: KEEN EYE/STURDY ITEM: FR: SHARP BEAK (VR)

FR: SEVEN ISLAND SEVAULT CANYON	FEW
RB/SA: ROUTE 113	
PC: REALGAM TOWER	

#188 SKIPLOOM
PAGE 145

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL

EVOLVES FROM HOPPIP (LEVEL 18)

PC: PYRITE TOWN

#300 SKITTY C E T
PAGE 174

TYPE: NORMAL ABILITY: CUTE CHARM ITEM: LEPPA BERRY (VR)

RB/SA: ROUTE 116

#289 SLAKING
PAGE 173

TYPE: NORMAL ABILITY: TRUANT

EVOLVES FROM VIGOROTH (LEVEL 36)

#287 SLAKOTH C E
PAGE 173

TYPE: NORMAL ABILITY: TRUANT

RB/SA: PETALBURG WOODS

#80 SLOWBRO C S
PAGE 112

TYPE: WATER-PSYCHIC ABILITY: OBLIVIOUS/OWN TEMPO

EVOLVES FROM SLOWPOKE (LEVEL 37)

LG: CINNABAR ISLAND	FEW (SUPER ROD)
LG: SEAFOAM ISLAND (B3F & B4F)	RARE
LG: TWO ISLAND CAPE BRINK, SEAFOAM ISLAND (B1F), THREE ISLAND BERRY FOREST	FEW
LG: SEAFOAM ISLAND (B2F - B4F)	SOME
LG: CERULEAN CAVE (B1F & 1F)	MANY

#199 SLOWKING
PAGE 149

TYPE: WATER-PSYCHIC ABILITY: OBLIVIOUS / OWN TEMPO

EVOLVES FROM SLOWPOKE WITH KING'S ROCK (TRADE)

#79 SLOWPOKE C F S E
PAGE 112

TYPE: WATER-PSYCHIC ABILITY: OBLIVIOUS / OWN TEMPO

LG: PALLET TOWN, CERULEAN CITY, VERMILION CITY, CINNABAR ISLAND	RARE (SUPER ROD)
LG: ONE ISLAND, FIVE ISLAND	RARE (SUPER ROD)
LG: VIRIDIAN CITY, FUCHSIA CITY	FEW (SUPER ROD)
LG: FOUR ISLAND	FEW (SUPER ROD)
LG: FOUR ISLAND	SOME
LG: VIRIDIAN CITY, FUCHSIA CITY, CELADON CITY	MANY
LG: ROUTE 4, 10 - 13, 19 - 21, 24	RARE (SUPER ROD)
LG: ROUTE 6, 22, 23, 25	FEW (SUPER ROD)
LG: ROUTE 6, 22, 23, 25	MANY
LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW	RARE (SUPER ROD)
LG: FIVE ISLAND MEMORIAL PILLAR, WATER LABYRINTH, RESORT GORGEOUS, SIX ISLAND WATER PATH	RARE (SUPER ROD)
LG: GREEN PATH, OUTCAST ISLAND, FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F), TRAINER TOWER	RARE (SUPER ROD)
LG: TANOBY RUINS	RARE (SUPER ROD)
LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, SIX ISLAND RUIN VALLEY	FEW
LG: SIX ISLAND WATER PATH, SEVEN ISLAND CANYON ENTRANCE, THREE ISLAND BERRY FOREST, FOUR ISLAND ICEFALL CAVE (ENTRANCE & BOTTOM OF 1F)	FEW
LG: SIX ISLAND RUIN VALLEY, FOUR ISLAND ICEFALL CAVE (ENTRANCE)	FEW (SUPER ROD)
LG: SEAFOAM ISLAND (B3F & B4F)	FEW (SUPER ROD)
LG: SAFARI ZONE, TWO ISLAND CAPE BRINK, THREE ISLAND BERRY FOREST, CERULEAN CAVE (B1F & 1F)	FEW (SUPER ROD)
LG: SEAFOAM ISLAND (B3F & B4F), FOUR ISLAND ICEFALL CAVE (ENTRANCE)	SOME
LG: SEAFOAM ISLAND (1F, B1F, B2F)	MANY
LG: SAFARI ZONE, TWO ISLAND CAPE BRINK, THREE ISLAND BERRY FOREST, CERULEAN CAVE (B1F & 1F)	MANY

#218 SLUGMA C E
PAGE 157

TYPE: FIRE ABILITY: MAGMA ARMOR/FLAME BODY

FR/LG: ONE ISLAND MT. EMBER (B1F LEFT)	SOME
FR/LG: ONE ISLAND MT. EMBER (B2F & B3F)	MANY
FR/LG: ONE ISLAND MT. EMBER (B3F)	MANY (ROCK SMASH)
RB/SA: FIERY PATH	
PC: PYRITE TOWN	

#235 SMEARGLE
PAGE 163

TYPE: NORMAL ABILITY: OWN TEMPO

PC: SNAGEM HIDEOUT

#238 SMOOCHUM E
PAGE 164

TYPE: ICE-PSYCHIC ABILITY: OBLIVIOUS

MUST HATCH FROM AN EGG (JYNX IS NECESSARY)

#215 SNEASEL C E
PAGE 156

TYPE: DARK-ICE ABILITY: INNER FOCUS/KEEN EYE

LG: FOUR ISLAND ICEFALL CAVE (1F & B1F)	FEW
PC: THE UNDER	

#143 SNORLAX T E
PAGE 132

TYPE: NORMAL ABILITY: IMMUNITY/THICK FAT ITEM: CHESTO BERRY

FR/LG: ROUTES 12 & 16

#361 SNORUNT C E
PAGE 179

TYPE: ICE ABILITY: INNER FOCUS

RB/SA: SHOAL CAVE (B2F)

#209 SNUBBULL E
PAGE 153

TYPE: NORMAL ABILITY: INTIMIDATE/RUN AWAY

MUST HATCH FROM AN EGG (GRANBULL IS NECESSARY)

#338 SOLROCK C S E
PAGE 177

TYPE: ROCK-PSYCHIC ABILITY: LEVITATE ITEM: SUN STONE (VR)

RB: METEOR FALLS (ENTRANCE)

#21 SPEAROW C E
PAGE 99

TYPE: NORMAL-FLYING ABILITY: KEEN EYE

FR/LG: ROUTE 16 - 18, 22, 23	SOME
FR/LG: ROUTE 3, 4, 9 - 11	MANY
FR/LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, TWO ISLAND CAPE BRINK, SIX ISLAND RUIN VALLEY & WATER PATH	SOME
FR/LG: SEVEN ISLAND CANYON ENTRANCE, ONE ISLAND MT. EMBER (OUTSIDE)	SOME

#363 SPHEAL C E
PAGE 179

TYPE: ICE-WATER ABILITY: THICK FAT

ARB/SA: SHOAL CAVE (ENTRANCE)

#167 SPINARAK C E
PAGE 138

TYPE: BUG-POISON ABILITY: SWARM/INSOMNIA

FR: SIX ISLAND PATTERN BUSH	SOME
LG: SIX ISLAND PATTERN BUSH	FEW

#327 SPINDA C E
PAGE 176

TYPE: NORMAL ABILITY: OWN TEMPO ITEM: CHESTO BERRY (VR)

RB/SA: ROUTE 113

#325 SPOINK C E
PAGE 176

TYPE: PSYCHIC ABILITY: THICK FAT/OWN TEMPO

RB/SA: JAGGED PASS

#7 SQUIRTLE T E
PAGE 97

TYPE: WATER ABILITY: TORRENT

FR/LG: GIVEN BY PROF. OAK IN PALLET TOWN

#234 STANTLER E
PAGE 162

TYPE: NORMAL ABILITY: INTIMIDATE

PC: THE UNDER

#121 STARMIE
PAGE 124

TYPE: WATER-PSYCHIC ABILITY: ILLUMINATE/NATURAL CURE

EVOLVES FROM STARYU (WATER STONE)

#120 STARYU F E
PAGE 124

TYPE: WATER ABILITY: ILLUMINATE/NATURAL CURE ITEM: STARDUST (R)/STAR PIECE (VR)

LG: PALLET TOWN, VERMILION CITY, CINNABAR ISLAND, ONE ISLAND, FIVE ISLAND	MANY (SUPER ROD)
LG: FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F)	MANY (SUPER ROD)
RB/SA: LILYCOVE CITY (SUPER ROD)	

#208 STEELIX
PAGE 153

TYPE: STEEL-GROUND ABILITY: ROCK HEAD/STURDY

EVOLVES FROM ONIX WITH METAL COAT (TRADE)

#185 SUDOWOODO
PAGE 144

TYPE: ROCK ABILITY: STURDY/ROCK HEAD

PC: PYRITE CAVE

#245 SUICUNE T PAGE 167
TYPE: WATER ABILITY: PRESSURE
FR/LG: APPEARS ON ROUTES IN KANTO REGION AFTER DEFEATING THE ELITE FOUR
PC: THE UNDER

#192 SUNFLORA PAGE 146
TYPE: GRASS ABILITY: CHLOROPHYLL
EVOLVES FROM SUNKERN (SUN STONE)
PC: REALGAM TOWER

#191 SUNKERN E PAGE 146
TYPE: GRASS ABILITY: CHLOROPHYLL
MUST HATCH FROM AN EGG (SUNFLORA IS NECESSARY)

#283 SURSKIT C S E PAGE 172
TYPE: BUG-WATER ABILITY: SWIFT SWIM
RB/SA: ROUTE 102

#333 SWABLU C E PAGE 177
TYPE: NORMAL-FLYING ABILITY: NATURAL CURE
RB/SA: ROUTE 114
PC: PYRITE CAVE

#317 SWALOT PAGE 175
TYPE: POISON ABILITY: LIQUID OOZE/STICKY HOLD
EVOLVES FROM GULPIN (LEVEL 26)

#260 SWAMPERT PAGE 170
TYPE: WATER-GROUND ABILITY: TORRENT
EVOLVES FROM MARSHTOMP (LEVEL 36)

#277 SWELLOW C PAGE 172
TYPE: NORMAL-FLYING ABILITY: GUTS
EVOLVES FROM TAILLOW (LEVEL 22)
RB/SA: ROUTE 115

#220 SWINUB C E PAGE 157
TYPE: ICE-GROUND ABILITY: OBLIVIOUS ITEM: ASPEAR BERRY (R)
FR/LG: FOUR ISLAND ICEFALL CAVE (1F & B1F) — MANY

#276 TAILLOW C E PAGE 172
TYPE: NORMAL-FLYING ABILITY: GUTS
RB/SA: ROUTE 104

#114 TANGELA C E PAGE 122
TYPE: GRASS ABILITY: CHLOROPHYLL
FR/LG: TRADE IN CINNABAR ISLAND
FR/LG: ROUTE 21 — MANY
FR/LG: ONE ISLAND TREASURE BEACH — SOME

#128 TAUROS C E PAGE 127
TYPE: NORMAL ABILITY: INTIMIDATE
FR/LG: SAFARI ZONE (AREA 2) — RARE
FR/LG: SAFARI ZONE (AREA 3) — FEW

#216 TEDDIURSA E PAGE 156
TYPE: NORMAL ABILITY: PICKUP
MUST HATCH FROM AN EGG (URSARING IS NECESSARY)

#72 TENTACOOL F S E PAGE 110
TYPE: WATER-POISON ABILITY: CLEAR BODY/LIQUID OOZE
FR/LG: PALLET TOWN, CERULEAN CITY, VERMILION CITY, CINNABAR ISLAND, ONE ISLAND, FIVE ISLAND — MANY
FR/LG: ROUTE 4, 10 - 13, 19 - 21, 24 — MANY
FR/LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR — MANY
FR/LG: WATER LABYRINTH, RESORT GORGEOUS, SIX ISLAND WATER PATH, GREEN PATH, OUTCAST ISLAND — MANY
FR/LG: FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F), TRAINER TOWER, TANOBY RUINS — MANY
RB/SA: ROUTE 124 (SURF)

#73 TENTACRUEL F S PAGE 110
TYPE: WATER-POISON ABILITY: CLEAR BODY/LIQUID OOZE
EVOLVES FROM TENTACOOL (LEVEL 30)
FR/LG: ONE ISLAND, FIVE ISLAND — FEW
FR/LG: ONE ISLAND TREASURE BEACH & KINDLE ROAD, THREE ISLAND BOND BRIDGE, FIVE ISLE MEADOW, FIVE ISLAND MEMORIAL PILLAR — FEW
FR/LG: WATER LABYRINTH, RESORT GORGEOUS, SIX ISLAND WATER PATH, GREEN PATH, OUTCAST ISLAND — FEW
FR/LG: FOUR ISLAND ICEFALL CAVE (BOTTOM OF 1F), TRAINER TOWER, TANOBY RUINS — FEW
RB/SA: ABANDONED SHIP (B1F BY SUPER ROD)

#175 TOGEPI T E PAGE 141
TYPE: NORMAL ABILITY: HUSTLE/SERENE GRACE
FR/LG: OBTAIN EGG IN WATER LABYRINTH

#176 TOGETIC PAGE 141
TYPE: NORMAL ABILITY: HUSTLE/SERENE GRACE
EVOLVES FROM TOGEPI (FRIENDSHIP)
PC: OUTSKIRT STAND

#255 TORCHIC T E PAGE 170
TYPE: FIRE ABILITY: BLAZE
RB/SA: GIVEN BY PROF. BIRCH IN LITTLEROOT TOWN

#324 TORKOAL C E PAGE 176
TYPE: FIRE ABILITY: WHITE SMOKE
RB/SA: FIERY PATH

#158 TOTODILE E PAGE 136
TYPE: WATER ABILITY: TORRENT
MUST HATCH FROM AN EGG (CROCONAW OR FERALIGATR IS NECESSARY)

#328 TRAPINCH C E PAGE 176
TYPE: GROUND ABILITY: HYPER CUTTER/ARENA TRAP ITEM: SOFT SAND (VR)
RB/SA: ROUTE 111

#252 TREECKO T E PAGE 170
TYPE: GRASS ABILITY: OVERGROW
RB/SA: GIVEN BY PROF. BIRCH IN LITTLEROOT TOWN

#357 TROPIUS C E PAGE 179
TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL
RB/SA: ROUTE 119
PC: REALGAM TOWER

#157 TYPHLOSION

PAGE 136

TYPE: FIRE ABILITY: BLAZE

EVOLVES FROM QUILAVA (LEVEL 36)

#248 TYRANITAR

PAGE 168

TYPE: DARK-GROUND ABILITY: SAND STREAM

EVOLVES FROM PUPITAR (LEVEL 55)

PC: REALGAM TOWER

#236 TYROGUE E

PAGE 163

TYPE: FIGHTING ABILITY: GUTS

MUST HATCH FROM AN EGG (HITMONLEE OR HITMONCHAN OR HITMONTOP IS NECESSARY)

#197 UMBREON

PAGE 148

TYPE: DARK ABILITY: SYNCHRONIZE

RB/SA: EVOLVES FROM EEVEE BEFORE NOON (FRIENDSHIP)

PC: ONE OF STARTING DUO

#201 UNOWN C

PAGE 150

TYPE: PSYCHIC ABILITY: LEVITATE

FR/LG: TANOBY CHAMBERS MANY

#217 URSARING

PAGE 156

TYPE: NORMAL ABILITY: GUTS

EVOLVES FROM TEDDIURSA (LEVEL 30)

PC: SNAGEM HIDEOUT

#134 VAPOREON

PAGE 129

TYPE: WATER ABILITY: WATER ABSORB

EVOLVES FROM EEVEE (WATER STONE)

#49 VENOMOTH C

PAGE 105

TYPE: BUG-POISON ABILITY: SHIELD DUST ITEM: SILVER POWDER (VR)

EVOLVES FROM VENONAT (LEVEL 31)

FR/LG: SAFARI ZONE (AREA 2 & 3), THREE ISLAND BERRY FOREST FEW

#48 VENONAT C E

PAGE 105

TYPE: BUG-POISON ABILITY: COMPOUNDEYES

FR/LG: ROUTES 12 - 15 SOME

FR/LG: THREE ISLAND BOND BRIDGE FEW

FR/LG: THREE ISLAND BERRY FOREST, SAFARI ZONE (ENTRANCE & AREA 3) SOME

#3 VENUSAUR

PAGE 96

TYPE: GRASS-POISON ABILITY: OVERGROW

EVOLVES FROM IVYSAUR (LEVEL 32)

#329 VIBRAVA

PAGE 176

TYPE: GROUND-DRAGON ABILITY: LEVITATE

EVOLVES FROM TRAPINCH (LEVEL 35)

PC: SHADOW POKéMON LAB

#71 VICTREEBEL

PAGE 110

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

EVOLVES FROM WEEPINBELL (LEAF STONE)

#288 VIGOROTH

PAGE 173

TYPE: NORMAL ABILITY: VITAL SPIRIT

EVOLVES FROM SLAKOTH (LEVEL 18)

#45 VILEPLUME

PAGE 104

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

EVOLVES FROM GLOOM (LEAF STONE)

#313 VOLBEAT C E

PAGE 175

TYPE: BUG ABILITY: ILLUMINATE/SWARM

RB/SA: ROUTE 117

#100 VOLTORB C T E

PAGE 117

TYPE: ELECTRIC ABILITY: SOUNDPROOF/STATIC

FR/LG: ROUTE 10 MANY

FR/LG: POWER PLANT SOME

RB/SA: NEW MAUVILLE (ENTRANCE)

#37 VULPIX C E

PAGE 103

TYPE: FIRE ABILITY: FLASH FIRE ITEM: LG: RAWST BERRY (R) RB/SA: RAWST BERRY

LG: ROUTES 7 & 8 SOME

LG: POKéMON MANSION (B1F, 1F - 3F) SOME

RB/SA: MT. PYRE (OUTSIDE)

#320 WAILMER F E

PAGE 175

TYPE: WATER ABILITY: WATER VEIL/OBLIVIOUS

RB/SA: ANY SEA ROUTES (SUPER ROD)

#321 WAILORD S

PAGE 176

TYPE: WATER ABILITY: WATER VEIL/OBLIVIOUS

EVOLVES FROM WAILMER (LEVEL 40)

RB/SA: ROUTE 129

#365 WALREIN

PAGE 179

TYPE: ICE-WATER ABILITY: THICK FAT

EVOLVES FROM SEALEO (LEVEL 44)

#8 WARTORTLE

PAGE 97

TYPE: WATER ABILITY: TORRENT

EVOLVES FROM SQUIRTLE (LEVEL 16)

#13 WEEDLE C E

PAGE 98

TYPE: BUG-POISON ABILITY: SHIELD DUST

FR/LG: ROUTE 2 FEW

FR/LG: ROUTES 24 & 25 SOME

FR/LG: SIX ISLAND PATTERN BUSH SOME

FR/LG: VIRIDIAN FOREST MANY

#70 WEEPINBELL C
PAGE 110

TYPE: GRASS-POISON ABILITY: CHLOROPHYLL

EVOLVES FROM BELLSPROUT (LEVEL 21)
LG: ROUTES 12 - 15 — FEW
LG: SIX ISLAND WATER PATH — FEW
LG: TWO ISLAND CAPE BRINK, THREE ISLAND BOND BRIDGE & BERRY FOREST — SOME

#110 WEEZING C
PAGE 120

TYPE: POISON ABILITY: LEVITATE

EVOLVES FROM KOFFING (LEVEL 35)
FR: POKéMON MANSION (B1F, 1F - 3F) — FEW

#340 WHISCASH F
PAGE 177

TYPE: WATER-GROUND ABILITY: OBLIVIOUS

EVOLVES FROM BARBOACH (LEVEL 30)
RB/SA: METEOR FALLS (2F BY SUPER ROD)

#293 WHISMUR C E
PAGE 173

TYPE: NORMAL ABILITY: SOUNDPROOF ITEM: CHESTO BERRY (VR)

RB/SA: RUSTURF TUNNEL

#40 WIGGLYTUFF
PAGE 103

TYPE: NORMAL ABILITY: CUTE CHARM

EVOLVES FROM JIGGLYPUFF (MOON STONE)

#278 WINGULL C S E
PAGE 172

TYPE: WATER-FLYING ABILITY: KEEN EYE

RB/SA: ROUTE 103

#202 WOBBUFFET C E
PAGE 150

TYPE: PSYCHIC ABILITY: SHADOW TAG

AFR/LG: CERULEAN CAVE (B1F) — RARE
FR/LG: CERULEAN CAVE (1F & 2F), RUIN VALLEY — FEW
RB/SA: SAFARI ZONE (SOUTHEAST)

#194 WOOPER C S E
PAGE 147

TYPE: WATER-GROUND ABILITY: DAMP/WATER ABSORB

FR: FOUR ISLAND — MANY
FR: FOUR ISLAND ICEFALL CAVE (ENTRANCE) — FEW
FR: SIX ISLAND RUIN VALLEY — SOME
FR: SIX ISLAND RUIN VALLEY — MANY (SURF)

#265 WURMPLE C E
PAGE 171

TYPE: BUG ABILITY: SHIELD DUST

RB/SA: ROUTE 101

#360 WYNAUT C E T
PAGE 179

TYPE: PSYCHIC ABILITY: SHADOW TAG

MUST HATCH FROM AN EGG (WOBBUFFET WITH LAX INCENSE IS NECESSARY)
RB/SA: RECEIVE AN EGG IN LAVARIDGE TOWN

#178 XATU C
PAGE 142

TYPE: PSYCHIC-FLYING ABILITY: SYNCHRONIZE/EARLY BIRD

EVOLVES FROM NATU (LEVEL 25)
RB/SA: SAFARI ZONE (NORTHEAST)

#193 YANMA C E
PAGE 146

TYPE: BUG-FLYING ABILITY: SPEED BOOST/COMPOUNDEYES

FR/LG: SIX ISLAND RUIN VALLEY — SOME
PC: PYRITE BUILDING

#335 ZANGOOSE C E
PAGE 177

TYPE: NORMAL ABILITY: IMMUNITY

RB: ROUTE 114

#145 ZAPDOS T
PAGE 133

TYPE: ELECTRIC-FLYING ABILITY: PRESSURE

FR/LG: POWER PLANT — ONE

#263 ZIGZAGOON C E
PAGE 170

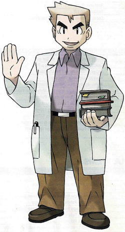
TYPE: NORMAL ABILITY: PICKUP ITEM: ORAN BERRY (VR)

RB/SA: ROUTE 101

#41 ZUBAT C S E
PAGE 104

TYPE: POISON-FLYING ABILITY: INNER FOCUS

FR/LG: ROCK TUNNEL (B1F & B2F), SEAFOAM ISLAND (B2F & B3F), VICTORY ROAD (1F - 3F) — SOME
FR/LG: FOUR ISLAND ICEFALL CAVE (ENTRANCE, 1F & B1F), FIVE ISLAND LOST CAVE (NO.1 - 14) — SOME
FR/LG: MT. MOON (1F & B2F), SEAFOAM ISLAND (1F & B1F), ALTERING CAVE — MANY
RB/SA: GRANITE CAVE (1F)



ITEMS

HEALTH ITEMS

An RS in the Available column indicates that the item is available in Pokémon Ruby and Sapphire. PC means it is available in Pokémon Colosseum.

Item	Description	Location in FR/LG	Available
Antidote	Cures a Pokémon's Poison condition	Some Pokémon Marts/Viridian Forest/Mt. Moon/Celadon Dept. Store	RS/PC
Awakening	Wakes Pokémon with a Sleep condition	Some Pokémon Marts/Route 11/Pokémon Tower/Celadon Dept. Store	RS/PC
Blue Flute	Wakes Pokémon with a Sleep condition	—	RS
Burn Heal	Heals a Pokémon's Burn condition	Some Pokémon Marts/Route 9/Celadon Dept. Store	RS/PC
Elixir	Restores 10 PP to all attacks	Pokémon Tower/Power Plant/Six Island Water Path	RS/PC
Energy Root	Restores 200 HP but tastes bitter	Cerulean City	RS/PC
Energypowder	Restores 50 HP but tastes bitter	Cerulean City	RS/PC
Ether	Restores 10 PP to one attack	Route 2/*S.S. Anne*/Celadon City/One Island Kindle Road	RS/PC
Fresh Water	Restores 50 HP	Celadon Dept. Store/Two Island Pokémon Mart	RS/PC
Full Heal	Cures all status conditions	Some Pokémon Marts/Silph Co./Three Island Berry Forest/Victory Road	RS/PC
Full Restore	Cures all status conditions and restores all HP	Safari Zone/Pokémon Mansion/Three Island/Four Island Icefall Cave/Six Island/ Cerulean Cave	RS/PC
Heal Powder	Cures all status conditions but tastes bitter	Cerulean City	RS/PC
Hyper Potion	Restores 200 HP	Some Pokémon Marts/Rocket Hideout/Silph Co.	RS/PC
Ice Heal	Heals a Pokémon's Freeze condition	Some Pokémon Marts/Celadon Dept. Store/Seafoam Islands	RS/PC
Lava Cookie	Cures any status condition	Two Island Pokémon Mart	RS
Lemonade	Restores 80 HP	Celadon Dept. Store/Two Island Pokémon Mart	RS/PC
Max Elixir	Restores all PP to all moves	Berry Forest/Seven Island Sevault Canyon/Cerulean Cave	RS/PC
Max Ether	Restores all PP to one move	Rock Tunnel/Rocket Hideout/Three Island Berry Forest	RS/PC
Max Potion	Restores all HP	Some Pokémon Marts/Safari Zone/Power Plant/Pokémon Mansion/Five Island	RS/PC
Max Revive	Revives a fainted Pokémon & restores all HP and PP	Silph Co./Safari Zone/Victory Road/Five Island Lost Cave/Cerulean Cave	RS/PC
MooMoo Milk	Restores 100 HP	Two Island Pokémon Mart	—
Paralyze Heal	Heals a Pokémon's Paralyze condition	Some Pokémon Marts/Route 2/Mt. Moon/Celadon Dept. Store	RS/PC
Potion	Restores 20 HP	Some Pokémon Marts/Route 1/Viridian City/Viridian Forest/Mt. Moon	RS/PC
Red Flute	Disrupts a Pokémon's attraction	—	RS
Revival Herb	Revives a fainted Pokémon & restores all HP and PP but tastes bitter	Cerulean City	RS/PC
Revive	Revives fainted Pokémon & restores 1/2 of its HP	Some Pokémon Marts/Mt. Moon/Rock Tunnel/Celadon Dept. Store/ Seafoam Islands/Two Island	RS/PC
Soda Pop	Restores 60 HP	Celadon Dept. Store/Two Island Pokémon Mart	RS/PC
Super Potion	Restores 50 HP	Some Pokémon Marts/*S.S. Anne*/Celadon Dept. Store/Rocket Hideout	RS/PC
Yellow Flute	Cures a Pokémon's Confuse condition	Celadon City Game Corner	RS

BALLS

Item	Description	Location in FR/LG	Available
Dive Ball	Better against Pokémon on the ocean floor	—	RS
Great Ball	Catches Pokémon better than a Poké Ball	Some Pokémon Marts/*S.S. Anne*/Route 11/Pokémon Tower/Celadon Dept. Store	RS/PC
Luxury Ball	Caught Pokémon will be friendlier	Resort Gorgeous	RS
Master Ball	Always catches a Pokémon	Silph Co.	RS/PC
Nest Ball	Better against lower-level Pokémon	Six Island Water Path	RS/PC
Net Ball	Better against Bug-type and Water-type Pokémon	Route 12	RS/PC
Poké Ball	The basic ball used to catch Pokémon	Some Pokémon Marts/Pallet Town/Viridian Forest	RS/PC
Premier Ball	Same as Poké Ball except for design	—	RS/PC
Repeat Ball	Better against kinds already caught	Two Island Pokémon Mart	RS
Safari Ball	Effective against Pokémon in Safari Zone	Safari Zone	RS
Timer Ball	Better success as the battle grows longer	Two Island	RS/PC
Ultra Ball	Catches Pokémon better than Great Ball	Some Pokémon Marts/Silph Co./Seafoam Islands/One Island Mt. Ember/ Four Island Icefall Cave/Cerulean Cave	RS/PC

HELPFUL ITEMS

Item	Description	Location in FR/LG	Available
Black Flute	Repels weak Pokémon	—	RS
Escape Rope	Provides a quick escape from caves	Some Pokémon Marts/Mt. Moon/Rock Tunnel/Pokémon Tower/Rocket Hideout/ Silph Co./Pokémon Mansion	RS
Fluffy Tail	Provides escape from a wild-Pokémon battle	—	RS
Max Repel	Repels weak Pokémon for 250 steps	Some Pokémon Marts/One Island Kindle Road	RS
Poké Doll	Provides escape from a wild-Pokémon battle	Celadon Dept. Store	—
Repel	Repels weak Pokémon for 100 steps	Some Pokémon Marts/Rock Tunnel	RS
Super Repel	Repels weak Pokémon for 200 steps	Some Pokémon Marts/Celadon Dept. Store	RS
White Flute	Allows you to meet wild Pokémon more frequently	—	RS

HELD ITEMS FOR POKéMON

Item	Description	Location in FR/LG	Available
Amulet Coin	Doubles earnings if Pokémon battles	Route 16	RS/PC
Black Belt	Increases power of Fighting-type attacks	Steal it from another Trainer's Pokémon	RS/PC
Blackglasses	Increases power of Dark-type attacks	Team Rocket Hideout	RS/PC
Blue Scarf	Raises Beauty condition during Pokémon Contests	—	RS
Brightpowder	Raises evasiveness	—	RS/PC
Charcoal	Increases power of Fire-type attacks	Celadon City	RS/PC
Choice Band	Multiplies power of first move by 1.5; can't use other moves	—	RS/PC
Cleanse Tag	Repels wild Pokémon when held by Pokémon in the lead position	Pokémon Tower	RS
Deepseascale	Doubles Clamperl's Special Defense; evolves it during trade	—	RS
Deepseatooth	Doubles Clamperl's Special Attack; evolves it during trade	—	RS
Dragon Fang	Increases power of Dragon-type attacks	Wild Dragonair	RS/PC
Dragon Scale	Evolves Seadra during a trade	Six Island Water Path	RS
Everstone	Prevents a Pokémon from evolving	Route 10	RS
Exp. Share	Gives Pokémon an extra share of experience	Route 15	RS/PC
Focus Band	Occasionally prevents a Pokémon from fainting	Wild Machoke	RS/PC
Green Scarf	Raises Clever condition during Pokémon Contests	—	RS
Hard Stone	Increases power of Rock-type attacks	Wild Graveler/Wild Onix	RS/PC
King's Rock	May cause flinching when opponent is hit; evolves specific Pokémon	Seven Island Sevault Canyon	RS/PC
Lax Incense	Raises evasiveness; also encourages Wobbuffet to produce an Egg when in Pokémon Day Care	Five Island Lost Cave	RS
Leftovers	Restores HP gradually during battle	Route 12/Route 16 (Use Itemfinder where Snorlax used to be)	RS/PC
Light Ball	Doubles Pikachu's Special Attack	—	RS
Lucky Egg	Grants more exp. points after a battle	Wild Chansey	—
Lucky Punch	Increases Chansey's chance of a critical hit	Seven Island Sevault Canyon	—
Macho Brace	Grows stats better but halves Speed	Viridian Gym (Use Itemfinder where Giovanni used to be)	RS/PC
Magnet	Increases power of Electric-type attacks	Wild Magneton	RS
Mental Herb	Disrupts a Pokémon's attraction	—	RS/PC
Metal Coat	Increases power of Steel-type attacks; evolves specific Pokémon	Five Island Memorial Pillar	RS/PC
Metal Powder	Increases Ditto's Defense	Wild Ditto	—
Miracle Seed	Increases power of Grass-type attacks	Celadon Game Corner	RS/PC
Mystic Water	Increases power of Water-type attacks	Celadon Game Corner	RS/PC
Nevermeltice	Increases power of Ice-type attacks	Four Island Icefall Cave	RS/PC
Pink Scarf	Raises Cute condition during Pokémon Contests	—	RS
Poison Barb	Increases power of Poison-type attacks	Wild Arbok (FireRed only)	RS/PC
Quick Claw	Increases chances of attacking first	Safari Zone	RS/PC
Red Scarf	Raises Cool condition during Pokémon Contests	—	RS
Scope Lens	Increases chances of scoring a critical hit	—	RS/PC
Sea Incense	Increases power of Water-type attacks; also encourages Marill to produce an Egg when in Pokémon Day Care	Five Island Lost Cave	RS
Sharp Beak	Increases power of Flying-type attacks	Wild Fearow	RS/PC
Shell Bell	Restores HP by 1/8 of damage to opponent	—	RS
Silk Scarf	Increases power of Normal-type attacks	Five Island Lost Cave	RS/PC
Silverpowder	Increases power of Bug-type attacks	Wild Venomoth	RS/PC
Smoke Ball	Allows escape from a wild-Pokémon	Celadon Game Corner	RS
Soft Sand	Increases power of Ground-type attacks	Wild Sandslash (LeafGreen only)	RS/PC
Soothe Bell	Speeds development of Pokémon's Friendship	Pokémon Tower (Use Itemfinder where Mr. Fuji used to be)	RS
Soul Dew	Raises Special Attack and Special Defense for Latios or Latias	—	RS
Spell Tag	Increases power of Ghost-type attacks	Wild Haunter	RS/PC
Stick	Increases Farfetch'd's chance of a critical hit	Vermilion City (comes with traded Farfetch'd)	—
Thick Club	Doubles Attack for Cubone or Marowak	Wild Cubone/Wild Marowak	—
Twistedspoon	Increases power of Psychic-type attacks	Wild Abra/Wild Kadabra	RS/PC
Up-Grade	Evolves Porygon during a trade	Five Island Rocket Warehouse	—
White Herb	Cures lowered stats	—	RS/PC
Yellow Scarf	Raises Tough condition during Pokémon Contests	—	RS

ITEMS TO EXCHANGE

Item	Description	Location in FR/LG	Available
Big Mushroom	A payment to the Move Tutor	Wild Paras/Wild Parasect	—
Blue Shard	A small blue shard	—	RS
Green Shard	A small green shard	Itemfinder	RS
Heart Scale	A pretty heart-shaped scale	—	RS
Red Shard	A small red shard	—	RS
Shoal Shell	A pretty seashell found deep inside the Shoal Cave	—	RS
Shoal Salt	Pure salt obtained from deep inside the Shoal Cave	—	RS
Tinymushroom	A payment to the Move Tutor	Itemfinder /Wild Paras/Wild Parasect	RS
Yellow Shard	A small yellow shard	—	RS

ITEMS TO SELL

Item	Description	Location in FR/LG	Available
Big Pearl	Sell for a high price	Seafoam Islands/Five Island Rocket Warehouse	RS
Nugget	Sell for a high price	Route 24/Pokémon Tower/Safari Zone/Seven Island Sevault Canyon/Cerulean Cave	RS/PC
Pearl	Sell for a high price	Rock Tunnel/Five Island Rocket Warehouse	RS
Star Piece	Sell for a high price	Mt. Moon/Four Island/Wild Staryu	RS
Stardust	Sell for a high price	*S.S. Anne*/Cinnabar Island (trade for Tangela)/Four Island/Wild Staryu	RS

MAIL

Item	Description	Location in FR/LG	Available
Bead Mail	Contains a portrait of the Pokémon that holds it	—	RS
Dream Mail	Contains a portrait of the Pokémon that holds it	Six Island Pokémon Mart	—
Fab Mail	A gorgeous, extravagant print	Cerulean City (comes with traded Jynx)	—
Glitter Mail	Has Pikachu printed on it	—	RS
Harbor Mail	Has Wingull printed on it	—	RS
Mech Mail	Has Magnemite printed on it	—	RS
Orange Mail	Has Zigzagoon printed on it	—	RS
Retro Mail	Has Bulbasaur, Charmander and Squirtle printed on it	Celadon Dept. Store	—
Shadow Mail	Has Duskull printed on it	—	RS
Tropic Mail	Has Bellossom printed on it	—	RS
Wave Mail	Has Wailmer printed on it	—	RS
Wood Mail	Has Slakoth printed on it	—	RS

BERRIES

Item	Description	Location in FR/LG	Flavor	Available
Aguav Berry	Restores HP when it's half or lower; confuses Pokémon that dislike bitter flavor	Pokémon Jump prize	Bitter	RS/PC
Apicot Berry	Raises Special Defense when HP is low	—	Dry, Sour	PC
Aspear Berry	Eliminates Freeze condition	Random—Pickup ability	Sour	RS/PC
Belue Berry	Grows into Belue Berry plant	Dodrio Berry-Picking prize	Spicy, Sour	RS
Bluk Berry	Grows into Bluk Berry plant	Dodrio Berry-Picking prize	Dry, Sweet	RS
Cheri Berry	Eliminates Paralyze condition	*S.S. Anne*/Random—Pickup ability	Spicy	RS/PC
Chesto Berry	Eliminates Sleep condition	*S.S. Anne*/Random—Pickup ability	Dry	RS/PC
Cornn Berry	Grows into Cornn Berry plant	Dodrio Berry-Picking prize	Dry, Sweet	RS
Durin Berry	Grows into Durin Berry plant	Dodrio Berry-Picking prize	Sour, Bitter	RS
Figy Berry	Restores HP when it's half or lower; confuses Pokémon that dislike spicy flavor	Pokémon Jump prize	Spicy	RS/PC
Ganlon Berry	Raises Defense when HP is low	—	Dry, Bitter	PC
Grepa Berry	Grows into Grepa Berry plant	Dodrio Berry-Picking prize	Dry, Sweet, Sour	RS
Hondew Berry	Grows into Hondew Berry plant	Dodrio Berry-Picking prize	Dry, Spicy, Bitter	RS
Iapapa Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike sour flavor	Pokémon Jump prize/Berry Forest	Sour	RS/PC
Kelpsy Berry	Grows into Kelpsy Berry plant	Dodrio Berry-Picking prize	Dry, Sour, Bitter	RS
Leppa Berry	Restores PP when it's zero	Pokémon Jump prize	Sweet, Spicy, Sour, Bitter	RS/PC
Liechi Berry	Raises Attack when HP is low	—	Sweet, Spicy, Sour	RS
Lum Berry	Cures any status condition	Pokémon Jump prize	Dry, Sweet, Spicy, Sour, Bitter	RS/PC
Mago Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike sweet flavor	Pokémon Jump prize	Sweet	RS/PC
Magost Berry	Grows into Magost Berry plant	Dodrio Berry-Picking prize	Sweet, Bitter	RS
Nanab Berry	Grows into Nanab Berry plant	Dodrio Berry-Picking prize	Sweet, Bitter	RS
Nomel Berry	Grows into Nomel Berry plant	Dodrio Berry-Picking prize	Spicy, Sour	RS
Oran Berry	Restores 10 HP when HP is half or lower	Random—Pickup ability	Dry, Sweet, Spicy, Sour, Bitter	RS/PC
Pamtre Berry	Grows into Pamtre Berry plant	Dodrio Berry-Picking prize	Dry, Sweet	RS
Pecha Berry	Eliminates Poison condition	*S.S. Anne*/Random—Pickup ability	Sweet	RS/PC
Persim Berry	Eliminates Confusion condition	Random—Pickup ability	Dry, Sweet, Spicy, Sour, Bitter	RS/PC
Petaya Berry	Raises Special Attack when HP is low	—	Spicy, Bitter	PC
Pinap Berry	Grows into Pinap Berry plant	Dodrio Berry-Picking prize	Spicy, Sour	RS
Pomeg Berry	Grows into Pomeg Berry plant	Dodrio Berry-Picking prize	Sweet, Spicy, Bitter	RS
Qualot Berry	Grows into Qualot Berry plant	Dodrio Berry-Picking prize	Sweet, Spicy, Sour	RS
Rabuta Berry	Grows into Rabuta Berry plant	Dodrio Berry-Picking prize	Sour, Bitter	RS
Rawst Berry	Eliminates Burn condition	Random—Pickup ability	Bitter	RS/PC
Razz Berry	Grows into Razz Berry plant	Dodrio Berry-Picking prize	Dry, Spicy	RS
Salac Berry	Raises Speed when HP is low	—	Sweet, Sour	PC
Sitrus Berry	Restores 30 HP when it's 1/2 or lower	Pokémon Jump prize	Dry, Sweet, Spicy, Sour, Bitter	RS/PC
Spelon Berry	Grows into Spelon Berry plant	Dodrio Berry-Picking prize	Dry, Spicy	RS
Tamato Berry	Grows into Tamato Berry plant	Dodrio Berry-Picking prize	Dry, Spicy	RS
Watmel Berry	Grows into Watmel Berry plant	Dodrio Berry-Picking prize	Sweet, Bitter	RS
Wepear Berry	Grows into Wepear Berry plant	Dodrio Berry-Picking prize	Sour, Bitter	RS
Wiki Berry	Restores HP when it's 1/2 or lower; confuses Pokémon that dislike dry flavor	Pokémon Jump prize	Dry	RS/PC

TECHNICAL MACHINES

TM	Ability	Location in FR/LG	Available
01	Focus Punch	Silph Co.	RS/PC
02	Dragon Claw	Victory Road	RS/PC
03	Water Pulse	Cerulean Gym	RS
04	Calm Mind	Saffron Gym	RS
05	Roar	Route 4/Celadon Dept. Store	RS/PC
06	Toxic	Fuchsia Gym	RS/PC
07	Hail	Victory Road	RS/PC
08	Bulk Up	Silph Co.	RS
09	Bullet Seed	Mt. Moon	RS
10	Hidden Power	Random—Pickup ability	RS/PC
11	Sunny Day	Safari Zone	RS/PC
12	Taunt	Rocket Hideout	RS/PC
13	Ice Beam	Celadon City	RS/PC
14	Blizzard	Pokémon Mansion	RS/PC
15	Hyper Beam	Celadon Dept. Store	RS/PC
16	Light Screen	Celadon Dept. Store Roof	RS/PC
17	Protect	Power Plant	RS/PC
18	Rain Dance	Route 15	RS/PC
19	Giga Drain	Celadon Gym	RS/PC
20	Safeguard	Celadon Dept. Store Roof	RS/PC
21	Frustration	Rocket Hideout	RS
22	Solarbeam	Pokémon Mansion	RS/PC
23	Iron Tail	Celadon City	RS/PC
24	Thunderbolt	Celadon City	RS/PC
25	Thunder	Power Plant	RS/PC
26	Earthquake	Viridian Gym	RS/PC
27	Return	Route 12	RS/PC
28	Dig	Cerulean City/Celadon Dept. Store	RS
29	Psychic	Saffron City	RS/PC
30	Shadow Ball	Celadon City	RS/PC
31	Brick Break	*S.S. Anne*/Celadon Dept. Store	RS/PC
32	Double Team	Safari Zone	RS/PC
33	Reflect	Celadon Dept. Store Roof	RS/PC
34	Shock Wave	Vermilion Gym	RS
35	Flamethrower	Celadon City	RS/PC
36	Sludge Bomb	Five Island Rocket Warehouse	RS/PC
37	Sandstorm	Victory Road	RS/PC
38	Fire Blast	Cinnabar Gym	RS/PC
39	Rock Tomb	Pewter Gym	RS
40	Aerial Ace	Route 9	RS
41	Torment	Silph Co.	RS/PC
42	Facade	Five Island Memorial Pillar	RS
43	Secret Power	Route 25/Celedon Dept. Store	RS
44	Rest	*S.S. Anne*	RS/PC
45	Attract	Route 24/Celadon Dept. Store	RS/PC
46	Thief	Mt. Moon	RS/PC
47	Steel Wing	Safari Zone	RS/PC
48	Skill Swap	Route 12	RS/PC
49	Snatch	Rocket Hideout	RS/PC
50	Overheat	Victory Road	RS

HIDDEN MACHINES

HM	Ability	Location for FR/LG	Available
01	Cut	*S.S. Anne*	RS
02	Fly	Route 16	RS
03	Surf	Safari Zone	RS
04	Strength	Fuchsia Warden's Home	RS
05	Flash	Route 2	RS
06	Rock Smash	Ember Spa	RS
07	Waterfall	Four Island Icefall Cave	RS
08	Dive	—	RS

Note: you can't transport HMs between games. You can, however, bring a Pokémon that learned an HM in Pokémon Ruby or Sapphire to Pokémon FireRed or Leaf Green.

MOVES YOU LEARN FROM PEOPLE

Ability	Location in FR/LG
Blast Burn	Two Island Cape Brink
Body Slam	Four Island
Counter	Celadon Dept. Store
Double-Edge	Victory Road
Dream Eater	Viridian City
Explosion	One Island Mt. Ember
Frenzy Plant	Two Island Cape Brink
Hydro Cannon	Two Island Cape Brink
Mega Kick	Route 4
Mega Punch	Route 4
Metronome	Cinnabar Island
Mimic	Saffron City
Rock Slide	Rock Tunnel
Seismic Toss	Pewter City
Softboiled	Celadon City
Substitute	Fuchsia City
Swords Dance	Seven Island
Thunder Wave	Silph Co.

ABILITIES

Ability	Description
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types or Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when its HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match the type of a move that hits it
Compoundeyes	Increases Accuracy 30% for all moves
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to sunny conditions during battle
Early Bird	Causes Pokémon to wake earlier from Sleep condition
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when opponent attacks directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when opponent attacks directly
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (sun=Fire-type, rain=Water-type, hail=Ice-type)
Guts	Multiplies power of a Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed (by Skill Swap)
Hustle	Multiplies power of Pokémon's attacks by 1.5, but move Accuracy is reduced to 80% of normal
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	Increases chances of meeting wild Pokémon when the Pokémon is in the lead position
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from Flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner in a two-on-two battle
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage to opponent Pokémon when it attempts to leech or absorb HP
Magma Armor	Prevents Pokémon from getting a Freeze condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies Defense by 1.5 when Pokémon has a status condition
Minus	Multiplies Special Attack by 1.5 when a positively charged Pokémon is onfield
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from getting an Attract condition
Overgrow	Multiplies power of Grass-type attacks by 1.5 when Pokémon's HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon while in battle
Plus	Multiplies Special Attack by 1.5 when a negatively charged Pokémon is onfield
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks directly
Pressure	Reduces opponent Pokémon's PP by two every time it damages the Pokémon that has Pressure
Pure Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks directly

Item	Description
Run Away	Allows escape from a wild-Pokémon battle
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms
Serene Grace	Doubles the chance that any attack's secondary effects will work
Shadow Tag	Prevents foe from swapping out Pokémon
Shed Skin	Gives Pokémon a 30% chance of curing its status conditions every turn
Shell Armor	Prevents Pokémon from suffering critical hits
Shield Dust	Shields Pokémon from additional effects of attacks
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when opponent attacks directly
Stench	When the Pokémon is in the lead position, decreases chances of meeting wild Pokémon
Sticky Hold	Prevents opponent Pokémon from stealing an item
Sturdy	Shields Pokémon from attacks that knock it out in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronize	Causes opponent Pokémon that inflicts Poison, Paralyze or Burn to receive the same condition
Thick Fat	Halves damage when Pokémon is hit by Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when HP falls below 1/3 its maximum
Trace	Duplicates the ability that the opposing Pokémon has
Truant	Restricts Pokémon from moving every turn—moves instead every other turn
Vital Spirit	Prevents Pokémon from getting a Sleep condition
Volt Absorb	Restores Pokémon's HP when hit by Electric-type attacks
Water Absorb	Restores Pokémon's HP when hit by Water-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats
Wonder Guard	Prevents damage from all attack types except those that the Pokémon is weak against

NATURES

Nature	Attack	Defense	Special Attack	Special Defense	Speed
Adamant	Rises quickly	—	Rises slowly	—	—
Bashful	—	—	—	—	—
Bold	Rises slowly	Rises quickly	—	—	—
Brave	Rises quickly	—	—	—	Rises slowly
Calm	Rises slowly	—	—	Rises quickly	—
Careful	—	—	Rises slowly	Rises quickly	—
Docile	—	—	—	—	—
Gentle	—	Rises slowly	—	Rises quickly	—
Hardy	—	—	—	—	—
Hasty	—	Rises slowly	—	—	Rises quickly
Impish	—	Rises quickly	Rises slowly	—	—
Jolly	—	—	Rises slowly	—	Rises quickly
Lax	—	Rises quickly	—	Rises slowly	—
Lonely	Rises quickly	Rises slowly	—	—	—
Mild	—	Rises slowly	Rises quickly	—	—
Modest	Rises slowly	—	Rises quickly	—	—
Naive	—	—	—	Rises slowly	Rises quickly
Naughty	Rises quickly	—	—	Rises slowly	—
Quiet	—	—	Rises quickly	—	Rises slowly
Quirky	—	—	—	—	—
Rash	—	—	Rises quickly	Rises slowly	—
Relaxed	—	Rises quickly	—	—	Rises slowly
Sassy	—	—	—	Rises quickly	Rises slowly
Serious	—	—	—	—	—
Timid	Rises slowly	—	—	—	Rises quickly

POKéMON COMBAT CHART

When planning a direct-damage strike, consider your target's Pokémon type then maximize your attack's damage by striking with an attack type to which it's weak (+)—you'll score a double-damage multiplier. Avoid hitting with attack types that the defender can resist (-), or you'll be penalized with a half-damage multiplier. Some Pokémon are dual-types; look up the attack's effect on both attack types, then multiply them together.

PHYSICAL ATTACKS (types in black)
SPECIAL ATTACKS (types in green)

YOUR ATTACK TYPE / OPPONENT'S POKéMON TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

DAMAGE MULTIPLIERS

x2	Damage for + attacks
x2	Critical-hit damage for lucky strikes
x1.5	Damage if the attack type matches the attacking Pokémon's type
x0.5	Damage for - attacks
x0	Damage for = attacks

PHYSICAL ATTACKS

When slamming a foe with a physical attack (types noted in black), the aggressor's Attack stat pushes the direct damage higher, while the target's Defense stat drives the damage lower.

SPECIAL ATTACKS

When lashing a defender with a special attack (types noted in green), the aggressor's Special Attack and the target's Special Defense influence the direct-damage amount.

OPPONENT'S POKéMON TYPE

PHYSICAL ATTACKS
SPECIAL ATTACKS

YOUR ATTACK TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

OPPONENT'S POKéMON TYPE

PHYSICAL ATTACKS
SPECIAL ATTACKS

YOUR ATTACK TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

SKILL- AND LEVEL-INCREASING ITEMS

Item	Description	Location in FR/LG	Available
Calcium	Raises Special Attack permanently	Cerulean City/Celadon Dept. Store/Rocket Hideout/Silph Co./Pokémon Mansion	RS/PC
Carbos	Raises Speed permanently	Cerulean City/Celadon Dept. Store/Silph Co./Pokémon Mansion/ One Island Kindle Road	RS/PC
Dire Hit	Increases chance of a critical hit for one battle	Celadon Dept. Store/One Island Mt. Ember	RS/PC
Fire Stone	Evolves specific Pokémon	Celadon Dept. Store/One Island Mt. Ember	RS
Guard Spec	Guards against special attacks for one battle	Celadon Dept. Store/Victory Road	RS/PC
HP Up	Raises maximum HP permanently	Cerulean City/Celadon Dept. Store/Silph Co./Pokémon Mansion/Six Island	RS/PC
Iron	Raises Defense permanently	Cerulean City/Celadon Dept. Store/Silph Co./Route 12/Pokémon Mansion	RS/PC
Leaf Stone	Evolves specific Pokémon	Celadon Dept. Store/Safari Zone	RS
Moon Stone	Evolves specific Pokémon	Mt. Moon/Rocket Hideout/Two Island/Wild Clefairy	RS
PP Max	Raises PP to its maximum level permanently	With the Itemfinder	RS
PP Up	Raises PP permanently	Cerulean City/Five Island/Six Island Water Path/Cerulean Cave	RS/PC
Protein	Raises Attack permanently	Cerulean City/Celadon Dept. Store/Silph Co./Safari Zone/Pokémon Mansion	RS/PC
Rare Candy	Raises Pokémon's level by one permanently	Mt. Moon/Pokémon Tower/Rocket Hideout/Silph Co./Fuchsia City/Victory Road/ Five Island Lost Cave	RS/PC
Sun Stone	Evolves specific Pokémon	Six Island Ruin Valley	RS
Thunderstone	Evolves specific Pokémon	Celadon Dept. Store/Power Plant	RS
Water Stone	Evolves specific Pokémon	Celadon Dept. Store/Seafoam Islands	RS
X Accuracy	Increases Accuracy for one battle	Pokémon Tower/Celadon Dept. Store	RS/PC
X Attack	Increases Attack for one battle	*S.S. Anne*/Celadon Dept. Store	RS/PC
X Defend	Increases Defense for one battle	Route 11/Celadon Dept. Store	RS/PC
X Special	Increases Special Attack for one battle	Celadon Dept. Store/Silph Co.	RS/PC
X Speed	Increases Speed for one battle	Celadon Dept. Store/Rocket Hideout	RS/PC
Zinc	Raises Special Defense permanently	Cerulean City/Celadon Dept. Store/Silph Co./Pokémon Mansion/Three Island	RS/PC

KEY ITEMS

Item	Description	Location in FR/LG
Berry Pouch	A pouch for carrying berries	First place where you get a berry
Bicycle	Allows faster movement than the Running Shoes	Cerulean City
Bike Voucher	Exchange it for a Bicycle	Vermilion City
Card Key	Unlocks doors in Silph Co.	Silph Co.
Coin Case	Holds coins for the Game Corner	Celadon City
Dome Fossil	Changes into Kabuto at the Cinnabar lab	Mt. Moon
Fame Checker	Records what you've heard about famous people	Cerulean City
Gold Teeth	Lost by the Safari Zone's warden	Safari Zone
Good Rod	Fishes for more Pokémon than the Old Rod	Fuchsia City
Helix Fossil	Changes into Omanyte at the Cinnabar lab	Mt. Moon
Itemfinder	Helps you find hidden items	Route 11
Lift Key	Operates the Team Rocket Hideout elevator	Rocket Hideout
Meteorite	A meteorite that fell from space onto Mt. Moon	One Island
Oak's Parcel	A package to be delivered to Professor Oak	Viridian City
Old Amber	Changes into Aerodactyl at the Cinnabar lab	Pewter City
Old Rod	Lets you fish for Pokémon	Vermilion City
Poké Flute	Wakes sleeping Pokémon	Lavender Town
Powder Jar	Stores Berry Powder	Cerulean City
Rainbow Pass	A ferry pass between Vermilion and the Sevii Islands	One Island
Ruby	A component for the Network Machine	One Island Mt. Ember
Running Shoes	Shoes that let you move quickly	Pewter City
S.S. Ticket	Used to board the S.S. Anne	Route 25
Sapphire	A component for the Network Machine	Five Island Rocket Warehouse
Secret Key	Opens Cinnabar Gym	Pokémon Mansion
Silph Scope	Identifies ghosts	Rocket Hideout
Super Rod	Fishes for more Pokémon than the Good Rod	Route 12
Tea	Slakes even the worst thirst	Celadon Mansion
Teachy TV	Broadcasts useful tips for novice Trainers	Viridian City
TM Case	Holds TMs and HMs	Place where you first obtain a TM or HM
Town Map	A map of Kanto that shows your present location	Pallet Town
Tri-Pass	A ferry pass between Vermilion City, One, Two and Three Islands	One Island, Vermilion City
Vs. Seeker	A device that shows Trainers who want to battle	Vermilion City

BATTLE MOVES

P=Power

AC=Accuracy

2-on-2 Battle Range:
1=Move is effective against one foe or partner.
2=Move is effective against both foes at once.
3=Move is effective against both foes and partner at once.
S=Move is effective on only the Pokémon that executes the move.
R=Move takes effect on random Pokémon chosen from both foes and partner.

- Physical Attacks (white)
- Special Attacks (green)

Move	Type	P	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe

PP=Power Points

DA: Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical contact.

Move	Type	P	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe
Acid	PSN	40	100	30	2		Has 10% chance of lowering foe's Defense 1 level
Acid Armor	PSN	-	-	40	S		Raises Defense 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	●	Hits foe unavoidably
Agility	PSY	-	-	30	S		Raises Pokémon's Speed 2 levels
Air Cutter	FLY	55	95	25	2		High chance for a critical hit
Amnesia	PSY	-	-	20	S		Raises Special Defense 2 levels
Ancientpower	RCK	60	100	5	1	●	Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Arm Thrust	FTG	15	100	20	1	●	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	S		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	●	Has 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opposite gender to become attracted (50% chance that Pokémon can't move)
Aurora Beam	ICE	65	100	20	1		Has 10% chance of lowering foe's Attack 1 level
Barrage	NRM	15	85	20	1		Attacks 2-5 times per turn
Barrier	PSY	-	-	30	S		Raises Defense 2 levels
Baton Pass	NRM	-	-	40	S		Swaps in new Pokémon; outbound Pokémon's status/stat effects transferred to new Pokémon
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Belly Drum	NRM	-	-	10	S		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	S	●	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	●	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	●	Has 30% chance of causing Flinch
Blast Burn	FIRE	150	90	5	1		Causes massive damage but forfeits attacker's next move
Blaze Kick	FTG	85	90	10	1	●	Has a high chance for a critical hit; 10% chance of causing Burn
Blizzard (TM 14)	ICE	120	70	5	2		Has 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching out during battle
Body Slam	NRM	85	100	15	1	●	Has 30% chance of causing Paralyze
Bone Club	GRD	65	85	20	1		Has 10% chance of causing Flinch
Bone Rush	GRD	25	80	10	1		Attacks 2-5 times per turn
Bonemerang	GRD	50	90	10	1		Attacks twice per turn
Bounce	FLY	85	85	5	1	●	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	●	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	S		Raises Attack and Defense 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	S		Changes Pokémon's type (grass=Grass; sand=Ground; water=Water; caves=Rock; other=Normal)
Charge	ELC	-	100	20	S		Doubles power of the Electric-type move that's next used
Charm	NRM	-	100	20	1		Lowers foe's Attack 2 levels
Clamp	WTR	35	75	10	1	●	Damages foe for 2-5 turns; foe can't escape until completed
Comet Punch	NRM	18	85	15	1	●	Attacks 2-5 times per turn
Confuse Ray	GHO	-	100	10	1		Causes Confuse
Confusion	PSY	50	100	25	1		Has 10% chance of causing Confuse
Constrict	NRM	10	100	35	1		Has 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	S		Changes Pokémon's type into one of its attack types

DAMAGE MULTIPLIERS

x2	Damage for + attacks
x2	Critical-hit damage for lucky strikes
x1.5	Damage if the attack type matches the attacking Pokémon's type
x0.5	Damage for – attacks
x0	Damage for = attacks

PHYSICAL ATTACKS

When slamming a foe with a physical attack (types noted in black), the aggressor's Attack stat pushes the direct damage higher, while the target's Defense stat drives the damage lower.

SPECIAL ATTACKS

When lashing a defender with a special attack (types noted in green), the aggressor's Special Attack and the target's Special Defense influence the direct-damage amount.

DAMAGE MULTIPLIERS

x2	Damage for + attacks
x2	Critical-hit damage for lucky strikes
x1.5	Damage if the attack type matches the attacking Pokémon's type
x0.5	Damage for – attacks
x0	Damage for = attacks

PHYSICAL ATTACKS

When slamming a foe with a physical attack (types noted in black), the aggressor's Attack stat pushes the direct damage higher, while the target's Defense stat drives the damage lower.

SPECIAL ATTACKS

When lashing a defender with a special attack (types noted in green), the aggressor's Special Attack and the target's Special Defense influence the direct-damage amount.

Move	Type	P	AC	PP	2-on-2	DA	Effect
Conversion 2	NRM	-	100	30	S		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	S		Raises Defense and Sp. Defense 1 level
Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	●	Attacks second, doing 2x physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	●	High chance for a critical hit
Cross Chop	FTG	100	80	5	1	●	High chance for a critical hit
Crunch	DRK	80	100	15	1	●	Has 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	●	Has 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att & Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	●	Cuts down small trees outside of battle
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if the move user faints
Detect	FTG	-	-	5	S		Wards off foe moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	●	Helps Pokémon avoid attack on first turn then strike on second; returns to overworld outside battle
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	●	Helps Pokémon avoid attack on 1st turn then strike on 2nd; dives under water outside battle
Dizzy Punch	NRM	70	100	10	1	●	Has 20% chance of causing Confuse
Doom Desire	STL	120	85	5	1		Waits 2 turns then inflicts damage on foe on third turn
Double Kick	FTG	30	100	30	1	●	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	●	Self-inflicts 1/3 of the damage
Doubleslap	NRM	15	85	10	1	●	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	●	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has 30% chance of causing Paralyze
Dream Eater	PSY	100	100	15	1		If foe has Sleep condition, damages foe and restores attacker's HP equal to 1/2 inflicted damage
Drill Peck	FLY	80	100	20	1	●	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	●	Causes Confuse
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Egg Bomb	NRM	100	75	10	1		No extra effect beyond damaging foe
Ember	FIRE	40	100	25	1		Has 10% chance of causing Burn
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	●	Inflicts damage equal to defending Pokémon's HP minus attacker's HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause Pokémon to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if attacking Pokémon's HP is lower than target's
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes attacking Pokémon to faint
Extrasensory	PSY	80	100	30	1		Has 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	●	Doubles Attack stat if attacking Pokémon has a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	●	Leaves foe with 1 HP even if move would normally cause foe to Faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has 10% chance of causing Burn
Fire Punch	FIRE	75	100	15	1		Has 10% chance of causing Burn
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint; the lower foe's level is than attacker's, the better AC becomes; can't hit higher
Flail	NRM	-	100	15	1	●	Inflicts higher damage if attacking Pokémon's HP is lower
Flame Wheel	FIRE	60	100	25	1	●	Has 10% chance of causing Burn; can use even if attacker has a Freeze condition
Flamethrower (TM 35)	FIRE	95	100	15	1		Has 10% chance of causing Burn
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level for all moves; lights up dark caves outside of battle
Flatter	DRK	-	100	15	1		Causes Confuse and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	●	Helps Pokémon avoid attack on first turn then strike on second; can fly to towns previously visited
Focus Energy	NRM	-	-	30	S		Attack used on next turn will have a high chance of a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	●	Causes attacking Pokémon to move last in turn but Flinch if foe's first strike connects
Follow Me	NRM	-	100	20	S		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Foresight	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frenzy Plant	GRS	150	90	5	1		Causes massive damage but forfeits attacker's next move

Move	Type	P	AC	PP	2-on-2	DA	Effect
Mega Kick	NRM	120	75	5	1	●	No extra effect beyond damaging foe
Mega Punch	NRM	80	85	20	1	●	No extra effect beyond damaging foe
Megahorn	BUG	120	85	10	1	●	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels if attacker faints in battle
Metal Claw	STL	50	95	35	1	●	Has 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	●	Has 20% chance of raising Attack 1 level
Metronome	NRM	-	100	10	-		Uses a random move from entire repertoire of all Pokémon moves
Milk Drink	NRM	-	-	10	S		Restores half of Pokémon's maximum HP; out of battle, splits 1/5 of its HP among your other Pokémon
Mimic	NRM	-	100	10	1		Uses same move as foe; works only if foe moves first
Mind Reader	NRM	-	100	5	1		Causes next move always to hit successfully
Minimize	NRM	-	-	20	S		Raises evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks second, doing 2x special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	S		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	S		Lowers power of all Electric-type attacks while Pokémon is on field
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level for all moves
Muddy Water	WTR	95	85	10	2		Has 30% chance of lowering foe's Accuracy 1 level for all moves
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	●	Has 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to Pokémon's level regardless of other battle factors
Nightmare	GHO	-	100	15	1		Reduces foe's HP every turn, works only when opponent is asleep
Octazooka	WTR	65	85	10	1		Has 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Outrage	DRG	90	100	15	R	●	Repeats 2-3 turns; attacker will get a Confuse status when attacks are completed
Overheat (TM 50)	FIRE	140	90	5	1	●	Causes massive damage but lowers attacker's Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP and splits total between both
Pay Day	NRM	40	100	20	1		Results in post-battle payoff; final payoff= (attacker's level) x (number of attacks) x 2
Peck	FLY	35	100	35	1	●	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	S		Causes attacker and foe to faint after three turns; both Pokémon can switch out to prevent effect
Petal Dance	GRS	70	100	20	R	●	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	●	Has a 30% chance of causing Poison that causes increased residual damage each turn
Poison Gas	PSN	-	55	40	1		Causes Poison
Poison Sting	PSN	15	100	35	1		Has 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	●	Has a high chance of a critical hit; 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison
Pound	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Powder Snow	ICE	40	100	25	2		Has 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80 or 120 points) or restores defender's HP by 80
Protect (TM 17)	NRM	-	-	10	S		Wards off foe moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has 10% chance of causing Confuse
Psych Up	NRM	-	-	10	1		Duplicates stat modifications of foe or ally target
Psychic (TM 29)	PSY	90	100	10	1		Has 10% chance of lowering foe's Defense 1 level
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times attacker's level
Pursuit	DRK	40	100	20	1	●	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	●	Increases damage for next use if attacker is hit and uses Rage consecutively
Rain Dance (TM 18)	WTR	-	-	5	S		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	●	Frees Pokémon from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		High chance for a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on first turn then attempts strike on second; has a high chance for a critical hit
Recover	NRM	-	-	20	S		Restores 1/2 of Pokémon's maximum HP
Recycle	NRM	-	100	20	S		Reuses an item that has been used earlier in battle
Reflect (TM 33)	PSY	-	-	20	S		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	S		Heals Poison, Paralyze and Burn
Rest (TM 44)	PSY	-	-	10	S		Restores all HP, then self-inflicts a Sleep condition for the next 2 turns

Move	Type	P	AC	PP	2-on-2	DA	Effect
Frustration (TM 21)	NRM	-	100	20	1	●	Inflicts higher damage the weaker your Friendship is with your Pokémon
Fury Attack	NRM	15	85	20	1	●	Attacks 2-5 times per turn
Fury Cutter	BUG	10	95	20	1	●	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	●	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze
Grasswhistle	GRS	-	55	15	1		Causes Sleep
Growl	NRM	-	100	40	2		Lowers foe's Attack 1 level
Growth	NRM	-	-	40	S		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	S		Eliminates all PP from foe's move that causes your defender to faint in battle
Guillotine	NRM	-	30	5	1	●	Causes foe to Faint; the lower foe's level is than attacker's, the better AC becomes; can't hit higher
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly
Hail (TM 07)	ICE	-	-	10	S		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	S		Raises Defense 1 level
Haze	ICE	-	-	30	S		Returns your team's stats and the opposing team's stats to normal
Headbutt	NRM	70	100	15	1	●	Has 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	S		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has 10% chance of causing Burn
Helping Hand	NRM	-	100	20	S		Raises power of partner's move in 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	●	Self-inflicts 1/4 damage if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	●	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	●	Causes foe to Faint; the lower foe's level is than attacker's, the better AC becomes; can't hit higher
Howl	NRM	-	-	40	S		Raises Attack 1 level
Hydro Cannon	WTR	150	90	5	1		Causes massive damage but forfeits attacker's next move
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Fang	NRM	80	90	15	1	●	Has 10% chance of causing Flinch
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep
Ice Ball	ICE	30	90	20	1	●	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	●	Has 10% chance of causing Freeze
Icicle Spear	ICE	10	100	30	1		Attacks 2-5 times per turn
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	S		Prevents foe from using the four moves attacking Pokémon knows
Ingrain	GRS	-	100	20	S		Restores some HP each turn but Pokémon can't switch out
Iron Defense	STL	-	-	15	S		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	●	Has 30% chance of lowering foe's Defense 1 level
Jump Kick	FTG	70	95	25	1	●	Self-inflicts 1/4 damage if attack doesn't strike foe
Karate Chop	FTG	50	100	25	1	●	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lower's foe's Accuracy 1 level for all moves
Knock Off	DRK	20	100	20	1	●	Takes a foe's held item (if any) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	●	Has a high chance for a critical hit
Leech Life	BUG	20	100	15	1	●	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into attacker's HP every turn; benefits inbound Pokémon if attacker switches out
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	●	Has 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	S		Halves damage from foes' special attacks for 5 turns; effect persists if attacker switches out
Lock-On	NRM	-	100	5	1		Makes next move always hit successfully
Lovely Kiss	NRM	-	75	10	1		Causes Sleep
Low Kick	FTG	-	100	20	1	●	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Will always strike foe successfully
Magnitude	GRD	-	100	30	3		Bases damage based on random Power (10, 30, 50, 70, 90, 110 or 150)
Mean Look	NRM	-	100	5	1		Prevents foe from switching as long as attacker remains onfield
Meditate	PSY	-	-	40	S		Raises Attack 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores attacker's HP equal to 1/2 inflicted damage

Move	Type	P	AC	PP	2-on-2	DA	Effect
Return (TM 27)	NRM	-	100	20	1	●	Inflicts higher damage the stronger your Friendship is with your Pokémon
Revenge	FTG	60	100	10	1	●	Increases damage for next use of Revenge if Pokémon is hit
Reversal	FTG	-	100	15	1	●	Inflicts higher damage the lower the attacker's HP is
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has a 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	●	Has 50% chance of lowering foe's Defense 1 level; smashes rocks in overworld
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	●	Has 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	●	Repeats 5 turns unless misses; damages more each turn; 2x damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has 50% chance of causing Burn; can use even if attacker has a Freeze condition
Safeguard (TM 20)	NRM	-	-	25	S		Protects team from status affliction for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level for all moves
Sandstorm (TM 37)	RCK	-	-	10	S		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Defense 2 levels
Scratch	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has 30% chance of a 2nd effect based on terrain; makes Secret Base in Hoenn region overworld
Seismic Toss	FTG	-	100	20	1	●	Causes damage equal to attacker's level
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes attacker to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has 20% chance of lowering foe's Sp. Defense 1 level
Shadow Punch	GHO	60	-	20	1	●	Always strikes foe successfully
Sharpen	NRM	-	-	30	S		Raises Attack 1 level
Sheer Cold	ICE	-	30	5	1		Causes foe to Faint; the lower foe's level is than attacker's, the better AC becomes; can't hit higher
Shock Wave (TM 34)	ELC	60	-	20	1		Always strikes foe successfully
Signal Beam	BUG	75	100	15	1		Has 10% chance of causing Confuse
Silver Wind	BUG	60	100	5	1		Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep
Sketch	NRM	-	-	1	1		Adds foe's last move to Pokémon's move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	●	Raises Defense 1 level; prepares attack on first turn then attempts strike on second
Sky Attack	FLY	140	90	5	1		Prepares attack on first turn then attempts strike on second; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	●	Damages Flying-type Pokémon more easily
Slack Off	NRM	-	100	10	S		Restores 1/2 of attacker's maximum HP
Slam	NRM	80	75	20	1	●	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	●	Has a high chance for a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep
Sleep Talk	NRM	-	-	10	-		Protects attacker by using its moves randomly if the attacker has a Sleep condition
Sludge	PSN	65	100	20	1		Has 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	●	Inflicts double damage on foes with a Paralyze condition, then cures the condition
Smog	PSN	20	70	20	1		Has 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level for all moves
Snatch (TM 49)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has a 30% chance of causing Flinch if your Pokémon has a Sleep condition
Softboiled	NRM	-	100	10	S		Restores 1/2 of Pokémon's maximum HP
Solarbeam (TM 22)	GRS	120	100	10	1		Preps attack on first turn then attempts strike on second; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 pts. of damage regardless of other battle factors
Spark	ELC	65	100	20	1	●	Has 30% chance of causing Paralyze
Spider Web	BUG	-	100	10	1		Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	S		None
Spore	GRS	-	100	15	1		Causes Sleep
Steel Wing (TM 47)	STL	70	90	25	1	●	Has 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	S		Stores power used to fuel Spit Up and Swallow; can use move 3 times

Move	Type	P	AC	PP	2-on-2	DA	Effect
Stomp	NRM	65	100	20	1	●	Has 30% chance of causing Flinch
Strength (HM 04)	NRM	80	100	15	1	●	No extra effect beyond damaging foe; shoves boulders in overworld
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	●	Attack becomes available to all Pokémon that run out of PP for all moves; self-inflicts 1/4 damage
Stun Spore	GRS	-	75	30	1		Causes Paralyze
Submission	FTG	80	80	25	1	●	Damages foe but self-inflicts 1/4 of the damage
Substitute	NRM	-	-	10	S		Creates a battle decoy from 1/4 of Pokémon's maximum HP
Sunny Day (TM11)	FIRE	-	-	5	S		Changes weather to sunny conditions for 5 turns, which raises power of Fire-type moves
Super Fang	NRM	-	90	10	1	●	Slashes opponent's HP to half of its current total
Superpower	FTG	120	100	5	1	●	Inflicts massive amount of damage but lowers attacker's Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes Confuse
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe; allows travel across water
Swagger	NRM	-	90	15	1		Causes foe to have Confuse status and causes it to hurt itself worse by raising its Attack 2 levels
Swallow	NRM	-	-	10	S		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes Confuse
Sweet Scent	NRM	-	100	20	2		Lowers foe's Evasiveness 1 level; draws wild Pokémon into the open in overworld
Swift	NRM	60	-	20	2		Will always strike foe successfully
Swords Dance	NRM	-	-	30	S		Raises Attack 2 levels
Synthesis	GRS	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	●	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	S		Raises Sp. Attack 2 levels
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	●	Damages foe but self-inflicts 1/4 of the damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attack (not defensive) moves for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes Confuse in all Pokémon on field except attacking Pokémon
Teleport	PSY	-	-	20	S		Ends battle with wild Pokémon; when outside, teleports you to Pokémon Center that you last visited
Thief (TM 46)	DRK	40	100	10	1	●	Takes a foe's held item (if it has one)
Thrash	NRM	90	100	20	R	●	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze
Thunderbolt (TM 24)	ELC	95	100	15	1		Has 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	●	Has 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	●	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison; amount of residual poison damage increases each turn
Transform	NRM	-	-	10	1		Changes to same Pokémon as opponent with same attacks, all PP at 5
Tri Attack	NRM	80	100	10	1		Has 30% chance of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held item with your Pokémon's
Triple Kick	FTG	10	90	10	1	●	Attacks 3 times per turn, damage increases each time
Twineedle	BUG	25	100	20	1		Attacks 2 times per turn, has 20% chance of causing Poison
Twister	DRG	40	100	20	2		Has 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats 2 to 5 turns; no Pokémon can inflict a Sleep condition until completed
Vicegrip	NRM	55	100	30	1	●	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	●	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	●	Causes attacker to strike second but move will always strike foe successfully
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has 20% chance of causing Confuse
Water Sport	WTR	-	100	15	S		Lowers power of all Fire-type attacks while Pokémon is on field
Water Spout	WTR	150	100	5	2		Inflicts less damage if Pokémon's HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	●	No extra effect beyond damaging foe; enables you to ascend waterfalls
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Whirlwind	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Will-O-Wisp	FIRE	-	75	15	1		Causes Burn
Wing Attack	FLY	60	100	35	1	●	No extra effect beyond damaging foe
Wish	NRM	-	100	10	S		Restores 1/2 of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR	-	-	40	S		Raises Defense 1 level
Wrap	NRM	15	85	20	1	●	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes foe to get Sleep condition on next turn
Zap Cannon	ELC	100	50	5	1		Causes Paralyze if foe is hit

POKéMON EGG TYPES

Once you know the ins and outs of Pokémon breeding—see pages 27 and 28—you'll be well on your way to creating incredibly powerful Pokémon. Two Pokémon with a matching Egg Type have a chance of producing a Pokémon Egg, so use the following list to find breedable pairs from all Pokémon from Kanto, Hoenn and Orre. If a Pokémon has two Egg Types, you can breed it by one or the other type.

UNKNOWN

#	NAME	EGG TYPE
249	LUGIA	UNKNOWN
151	MEW	UNKNOWN

AMORPHOUS

#	NAME	EGG TYPE
354	BANETTE	AMORPHOUS
351	CASTFORM	FAIRY/AMORPHOUS
358	CHIMECHO	AMORPHOUS
356	DUSCLOPS	AMORPHOUS
355	DUSKULL	AMORPHOUS
282	GARDEVOIR	AMORPHOUS
92	GASTLY	AMORPHOUS
94	GENGAR	AMORPHOUS
88	GRIMER	AMORPHOUS
316	GULPIN	AMORPHOUS
93	HAUNTER	AMORPHOUS
281	KIRLIA	AMORPHOUS
109	KOFFING	AMORPHOUS
219	MAGCARGO	AMORPHOUS
200	MISDREAVUS	AMORPHOUS
89	MUK	AMORPHOUS
280	RALTS	AMORPHOUS
353	SHUPPET	AMORPHOUS
218	SLUGMA	AMORPHOUS
317	SWALOT	AMORPHOUS
110	WEEZING	AMORPHOUS
202	WOBBUFFET	AMORPHOUS

BUG

#	NAME	EGG TYPE
168	ARIADOS	BUG
267	BEAUTIFLY	BUG
15	BEEDRILL	BUG
12	BUTTERFREE	BUG
268	CASCOON	BUG
10	CATERPIE	BUG
269	DUSTOX	BUG
330	FLYGON	BUG
205	FORRETRESS	BUG
207	GLIGAR	BUG
214	HERACROSS	BUG
314	ILLUMISE	BUG/HUMAN-LIKE
14	KAKUNA	BUG
166	LEDIAN	BUG
165	LEDYBA	BUG
284	MASQUERAIN	WATER 1/BUG
11	METAPOD	BUG
290	NINCADA	BUG
291	NINJASK	BUG
46	PARAS	BUG/GRASS
47	PARASECT	BUG/GRASS
204	PINECO	BUG
127	PINSIR	BUG
212	SCIZOR	BUG
123	SCYTHER	BUG
213	SHUCKLE	BUG
266	SILCOON	BUG
167	SPINARAK	BUG
283	SURSKIT	WATER 1/BUG
328	TRAPINCH	BUG
49	VENOMOTH	BUG
48	VENONAT	BUG
329	VIBRAVA	BUG
313	VOLBEAT	BUG/HUMAN-LIKE
13	WEEDLE	BUG
265	WURMPLE	BUG
193	YANMA	BUG

DITTO

#	NAME	EGG TYPE
132	DITTO	DITTO

DRAGON

#	NAME	EGG TYPE
334	ALTARIA	FLYING/DRAGON
24	ARBOK	FIELD/DRAGON
371	BAGON	DRAGON
6	CHARIZARD	MONSTER/DRAGON
4	CHARMANDER	MONSTER/DRAGON
5	CHARMELEON	MONSTER/DRAGON
148	DRAGONAIR	WATER 1/DRAGON
149	DRAGONITE	WATER 1/DRAGON
147	DRATINI	WATER 1/DRAGON
23	EKANS	FIELD/DRAGON
349	FEEBAS	WATER 1/DRAGON
130	GYARADOS	WATER 2/DRAGON
253	GROVYLE	MONSTER/DRAGON
116	HORSEA	WATER 1/DRAGON
230	KINGDRA	WATER 1/DRAGON
129	MAGIKARP	WATER 2/DRAGON
350	MILOTIC	WATER 1/DRAGON
373	SALAMENCE	DRAGON
254	SCEPTILE	MONSTER/DRAGON
117	SEADRA	WATER 1/DRAGON
336	SEVIPER	FIELD/DRAGON
372	SHELGON	DRAGON
333	SWABLU	FLYING/DRAGON
252	TREECKO	MONSTER/DRAGON

FAIRY

#	NAME	EGG TYPE
184	AZUMARILL	WATER 1/FAIRY
242	BLISSEY	FAIRY
286	BRELOOM	FAIRY/GRASS
351	CASTFORM	FAIRY/AMORPHOUS
113	CHANSEY	FAIRY
36	CLEFABLE	FAIRY
35	CLEFAIRY	FAIRY
301	DELCATTY	FIELD/FAIRY
362	GLALIE	FAIRY/MINERAL
210	GRANBULL	FIELD/FAIRY
187	HOPPIP	FAIRY/GRASS
39	JIGGLYPUFF	FAIRY
189	JUMPLUFF	FAIRY/GRASS
183	MARILL	WATER 1/FAIRY
303	MAWILE	FIELD/FAIRY
312	MINUN	FAIRY
25	PIKACHU	FIELD/FAIRY
311	PLUSLE	FAIRY
26	RAICHU	FIELD/FAIRY
315	ROSELIA	FAIRY/GRASS
285	SHROOMISH	FAIRY/GRASS
188	SKIPLOOM	FAIRY/GRASS
300	SKITTY	FIELD/FAIRY
361	SNORUNT	FAIRY/MINERAL
209	SNUBBULL	FIELD/FAIRY
176	TOGETIC	FLYING/FAIRY
40	WIGGLYTUFF	FAIRY

FIELD

#	NAME	EGG TYPE
359	ABSOL	FIELD
181	AMPHAROS	MONSTER/FIELD
190	AIPOM	FIELD
24	ARBOK	FIELD/DRAGON
59	ARCANINE	FIELD
257	BLAZIKEN	FIELD
323	CAMERUPT	FIELD
256	COMBUSKEN	FIELD
155	CYNDAQUIL	FIELD
301	DELCATTY	FIELD/FAIRY
225	DELIBIRD	WATER 1/FIELD
87	DEWGONG	WATER 1/FIELD
50	DIGLETT	FIELD
232	DONPHAN	FIELD
51	DUGTRIO	FIELD
206	DUNSPARCE	FIELD
133	EEVEE	FIELD
23	EKANS	FIELD/DRAGON
309	ELECTRIKE	FIELD
196	ESPEON	FIELD
295	EXPLOUD	MONSTER/FIELD
83	FARFETCH'D	FLYING/FIELD
180	FLAAFFY	MONSTER/FIELD
136	FLAREON	FIELD
162	FURRET	FIELD
203	GIRAFARIG	FIELD
55	GOLDUCK	WATER 1/FIELD
210	GRANBULL	FIELD/FAIRY
58	GROWLITHE	FIELD
326	GRUMPIG	FIELD
229	HOUNDOOM	FIELD
228	HOUNDOUR	FIELD
135	JOLTEON	FIELD
352	KECLEON	FIELD
264	LINOONE	FIELD
294	LOUDRED	MONSTER/FIELD
310	MANECTRIC	FIELD
56	MANKEY	FIELD
179	MAREEP	MONSTER/FIELD
303	MAWILE	FIELD/FAIRY
52	MEOWTH	FIELD
262	MIGHTYENA	FIELD
241	MILTANK	FIELD
34	NIDOKING	MONSTER/FIELD
29	NIDORAN ♀	MONSTER/FIELD
32	NIDORAN ♂	MONSTER/FIELD
33	NIDORINO	MONSTER/FIELD
38	NINETALES	FIELD
322	NUMEL	FIELD
274	NUZLEAF	FIELD/GRASS
53	PERSIAN	FIELD
231	PHANPY	FIELD
25	PIKACHU	FIELD/FAIRY
221	PILOSWINE	FIELD
77	PONYTA	FIELD
261	POOCHYENA	FIELD
57	PRIMEAPE	FIELD
54	PSYDUCK	WATER 1/FIELD
195	QUAGSIRE	WATER 1/FIELD
156	QUILAVA	FIELD
26	RAICHU	FIELD/FAIRY
78	RAPIDASH	FIELD
20	RATICATE	FIELD
19	RATTATA	FIELD
112	RHYDON	MONSTER/FIELD
111	RHYHORN	MONSTER/FIELD
27	SANDSHREW	FIELD
28	SANDSLASH	FIELD
364	SEALEO	WATER 1/FIELD
273	SEEDOT	FIELD/GRASS
86	SEEL	WATER 1/FIELD
161	SENTRET	FIELD
336	SEVIPER	FIELD/DRAGON
275	SHIFTRY	FIELD/GRASS
300	SKITTY	FIELD/FAIRY
289	SLAKING	FIELD
287	SLAKOTH	FIELD
235	SMEARGLE	FIELD
215	SNEASEL	FIELD
209	SNUBBULL	FIELD/FAIRY
363	SPHEAL	WATER 1/FIELD
327	SPINDA	FIELD/HUMAN-LIKE
325	SPOINK	FIELD
234	STANTLER	FIELD
220	SWINUB	FIELD
128	TAUROS	FIELD
216	TEDDIURSA	FIELD
255	TORCHIC	FIELD
324	TORKOAL	FIELD
157	TYPHLOSION	FIELD
197	UMBREON	FIELD
217	URSARING	FIELD
134	VAPOREON	FIELD
288	VIGOROTH	FIELD
37	VULPIX	FIELD
320	WAILMER	FIELD/WATER 2
321	WAILORD	FIELD/WATER 2
365	WALREIN	WATER 1/FIELD
293	WHISMUR	MONSTER/FIELD
194	WOOPER	WATER 1/FIELD
335	ZANGOOSE	FIELD
263	ZIGZAGOON	FIELD

FLYING

#	NAME	EGG TYPE
142	AERODACTYL	FLYING
334	ALTARIA	FLYING/DRAGON
169	CROBAT	FLYING
85	DODRIO	FLYING
84	DODUO	FLYING
83	FARFETCH'D	FLYING/FIELD
22	FEAROW	FLYING
42	GOLBAT	FLYING
163	HOOTHOOT	FLYING
198	MURKROW	FLYING
177	NATU	FLYING
164	NOCTOWL	FLYING
279	PELIPPER	WATER 1/FLYING
18	PIDGEOT	FLYING
17	PIDGEOTTO	FLYING
16	PIDGEY	FLYING
227	SKARMORY	FLYING
21	SPEAROW	FLYING
333	SWABLU	FLYING/DRAGON
277	SWELLOW	FLYING
276	TAILLOW	FLYING
176	TOGETIC	FLYING/FAIRY
278	WINGULL	WATER 1/FLYING
178	XATU	FLYING
41	ZUBAT	FLYING

GENDER UNKNOWN

#	NAME	EGG TYPE
343	BALTOY	GENDER UNKNOWN
374	BELDUM	GENDER UNKNOWN
344	CLAYDOL	GENDER UNKNOWN
101	ELECTRODE	GENDER UNKNOWN
337	LUNATONE	GENDER UNKNOWN
81	MAGNEMITE	GENDER UNKNOWN
82	MAGNETON	GENDER UNKNOWN
376	METAGROSS	GENDER UNKNOWN
375	METANG	GENDER UNKNOWN
137	PORYGON	GENDER UNKNOWN
233	PORYGON2	GENDER UNKNOWN
292	SHEDINJA	GENDER UNKNOWN
338	SOLROCK	GENDER UNKNOWN
121	STARMIE	GENDER UNKNOWN
120	STARYU	GENDER UNKNOWN
100	VOLTORB	GENDER UNKNOWN

GRASS

#	NAME	EGG TYPE
153	BAYLEEF	MONSTER/GRASS
182	BELLOSSOM	GRASS
69	BELLSPROUT	GRASS
286	BRELOOM	FAIRY/GRASS
1	BULBASAUR	MONSTER/GRASS
331	CACNEA	GRASS/HUMAN-LIKE
332	CACTURNE	GRASS/HUMAN-LIKE
152	CHIKORITA	MONSTER/GRASS
102	EXEGGCUTE	GRASS
103	EXEGGUTOR	GRASS
44	GLOOM	GRASS
187	HOPPIP	FAIRY/GRASS
2	IVYSAUR	MONSTER/GRASS
189	JUMPLUFF	FAIRY/GRASS
271	LOMBRE	WATER 1/GRASS
270	LOTAD	WATER 1/GRASS
272	LUDICOLO	WATER 1/GRASS
154	MEGANIUM	MONSTER/GRASS
274	NUZLEAF	FIELD/GRASS
43	ODDISH	GRASS
46	PARAS	BUG/GRASS
47	PARASECT	BUG/GRASS
315	ROSELIA	FAIRY/GRASS
273	SEEDOT	FIELD/GRASS
275	SHIFTRY	FIELD/GRASS
285	SHROOMISH	FAIRY/GRASS
188	SKIPLOOM	FAIRY/GRASS
192	SUNFLORA	GRASS
191	SUNKERN	GRASS
114	TANGELA	GRASS
357	TROPIUS	MONSTER/GRASS
3	VENUSAUR	MONSTER/GRASS
71	VICTREEBEL	GRASS
45	VILEPLUME	GRASS
70	WEEPINBELL	GRASS

HUMAN-LIKE

#	NAME	EGG TYPE
63	ABRA	HUMAN-LIKE
65	ALAKAZAM	HUMAN-LIKE
331	CACNEA	GRASS/HUMAN-LIKE
332	CACTURNE	GRASS/HUMAN-LIKE
96	DROWZEE	HUMAN-LIKE
125	ELECTABUZZ	HUMAN-LIKE
297	HARIYAMA	HUMAN-LIKE
107	HITMONCHAN	HUMAN-LIKE
106	HITMONLEE	HUMAN-LIKE
237	HITMONTOP	HUMAN-LIKE
97	HYPNO	HUMAN-LIKE
314	ILLUMINISE	BUG/HUMAN-LIKE
124	JYNX	HUMAN-LIKE
64	KADABRA	HUMAN-LIKE
68	MACHAMP	HUMAN-LIKE
67	MACHOKE	HUMAN-LIKE
66	MACHOP	HUMAN-LIKE
126	MAGMAR	HUMAN-LIKE
296	MAKUHITA	HUMAN-LIKE
308	MEDICHAM	HUMAN-LIKE
307	MEDITITE	HUMAN-LIKE
122	MR. MIME	HUMAN-LIKE
302	SABLEYE	HUMAN-LIKE
327	SPINDA	FIELD/HUMAN-LIKE
313	VOLBEAT	BUG/HUMAN-LIKE

MINERAL

#	NAME	EGG TYPE
74	GEODUDE	MINERAL
362	GLALIE	FAIRY/MINERAL
76	GOLEM	MINERAL
75	GRAVELER	MINERAL
299	NOSEPASS	MINERAL
95	ONIX	MINERAL
361	SNORUNT	FAIRY/MINERAL
208	STEELIX	MINERAL
185	SUDOWOODO	MINERAL

MONSTER

#	NAME	EGG TYPE
306	AGGRON	MONSTER
181	AMPHAROS	MONSTER/FIELD
304	ARON	MONSTER
153	BAYLEEF	MONSTER/GRASS
9	BLASTOISE	MONSTER/WATER 1
1	BULBASAUR	MONSTER/GRASS
6	CHARIZARD	MONSTER/DRAGON
4	CHARMANDER	MONSTER/DRAGON
5	CHARMELEON	MONSTER/DRAGON
152	CHIKORITA	MONSTER/GRASS
159	CROCONAW	MONSTER/WATER 1
104	CUBONE	MONSTER
295	EXPLOUD	MONSTER/FIELD
160	FERALIGATR	MONSTER/WATER 1
180	FLAAFFY	MONSTER/FIELD
253	GROVYLE	MONSTER/DRAGON
2	IVYSAUR	MONSTER/GRASS
115	KANGASKHAN	MONSTER
305	LAIRON	MONSTER
131	LAPRAS	MONSTER/WATER 1
246	LARVITAR	MONSTER
108	LICKITUNG	MONSTER
294	LOUDRED	MONSTER/FIELD
179	MAREEP	MONSTER/FIELD
105	MAROWAK	MONSTER
259	MARSHTOMP	MONSTER/WATER 1
154	MEGANIUM	MONSTER/GRASS
258	MUDKIP	MONSTER/WATER 1
34	NIDOKING	MONSTER/FIELD
29	NIDORAN ♀	MONSTER/FIELD
32	NIDORAN ♂	MONSTER/FIELD
33	NIDORINO	MONSTER/FIELD
247	PUPITAR	MONSTER
112	RHYDON	MONSTER/FIELD
111	RHYHORN	MONSTER/FIELD
254	SCEPTILE	MONSTER/DRAGON
80	SLOWBRO	MONSTER/WATER 1
199	SLOWKING	MONSTER/WATER 1
79	SLOWPOKE	MONSTER/WATER 1
143	SNORLAX	MONSTER
7	SQUIRTLE	MONSTER/WATER 1
260	SWAMPERT	MONSTER/WATER 1
158	TOTODILE	MONSTER/WATER 1
252	TREECKO	MONSTER/DRAGON
357	TROPIUS	MONSTER/GRASS
248	TYRANITAR	MONSTER
3	VENUSAUR	MONSTER/GRASS
8	WARTORTLE	MONSTER/WATER 1
293	WHISMUR	MONSTER/FIELD

NONE

#	NAME	EGG TYPE
144	ARTICUNO	NONE
298	AZURILL	NONE
251	CELEBI	NONE
173	CLEFFA	NONE
386	DEOXYS	NONE
101	ELECTRODE	NONE
239	ELEKID	NONE
244	ENTEI	NONE
383	GROUDON	NONE
250	HO-OH	NONE
174	IGGLYBUFF	NONE
385	JIRACHI	NONE
382	KYOGRE	NONE
380	LATIAS	NONE
381	LATIOS	NONE
240	MAGBY	NONE
81	MAGNEMITE	NONE
82	MAGNETON	NONE
150	MEWTWO	NONE
146	MOLTRES	NONE
31	NIDOQUEEN	NONE
30	NIDORINA	NONE
172	PICHU	NONE
137	PORYGON	NONE
233	PORYGON2	NONE
243	RAIKOU	NONE
384	RAYQUAZA	NONE
378	REGICE	NONE
377	REGIROCK	NONE
379	REGISTEEL	NONE
238	SMOOCHUM	NONE
121	STARMIE	NONE
120	STARYU	NONE
245	SUICUNE	NONE
175	TOGEPI	NONE
236	TYROGUE	NONE
201	UNOWN	NONE
100	VOLTROB	NONE
360	WYNAUT	NONE
145	ZAPDOS	NONE

WATER 1

#	NAME	EGG TYPE
184	AZUMARILL	WATER 1/FAIRY
9	BLASTOISE	MONSTER/WATER 1
366	CLAMPERL	WATER 1
341	CORPHISH	WATER 1/WATER 3
222	CORSOLA	WATER 1/WATER 3
342	CRAWDAUNT	WATER 1/WATER 3
159	CROCONAW	MONSTER/WATER 1
225	DELIBIRD	WATER 1/FIELD
87	DEWGONG	WATER 1/FIELD
148	DRAGONAIR	WATER 1/DRAGON
149	DRAGONITE	WATER 1/DRAGON
147	DRATINI	WATER 1/DRAGON
349	FEEBAS	WATER 1/DRAGON
160	FERALIGATR	MONSTER/WATER 1
55	GOLDUCK	WATER 1/FIELD
368	GOREBYSS	WATER 1
116	HORSEA	WATER 1/DRAGON
367	HUNTAIL	WATER 1
140	KABUTO	WATER 1/WATER 3
141	KABUTOPS	WATER 1/WATER 3
230	KINGDRA	WATER 1/DRAGON
131	LAPRAS	MONSTER/WATER 1
271	LOMBRE	WATER 1/GRASS
270	LOTAD	WATER 1/GRASS
272	LUDICOLO	WATER 1/GRASS
226	MANTINE	WATER 1
183	MARILL	WATER 1/FAIRY
259	MARSHTOMP	MONSTER/WATER 1
284	MASQUERAIN	WATER 1/BUG
350	MILOTIC	WATER 1/DRAGON
258	MUDKIP	MONSTER/WATER 1
224	OCTILLERY	WATER 1/WATER 2
138	OMANYTE	WATER 1/WATER 3
139	OMASTAR	WATER 1/WATER 3
279	PELIPPER	WATER 1/FLYING
186	POLITOED	WATER 1
60	POLIWAG	WATER 1
61	POLIWHIRL	WATER 1
62	POLIWRATH	WATER 1
54	PSYDUCK	WATER 1/FIELD
195	QUAGSIRE	WATER 1/FIELD
369	RELICANTH	WATER 1/WATER 2
223	REMORAID	WATER 1/WATER 2
117	SEADRA	WATER 1/DRAGON
364	SEALEO	WATER 1/FIELD
86	SEEL	WATER 1/FIELD
80	SLOWBRO	MONSTER/WATER 1
199	SLOWKING	MONSTER/WATER 1
79	SLOWPOKE	MONSTER/WATER 1
363	SPHEAL	WATER 1/FIELD
7	SQUIRTLE	MONSTER/WATER 1
283	SURSKIT	WATER 1/BUG
260	SWAMPERT	MONSTER/WATER 1
158	TOTODILE	MONSTER/WATER 1
365	WALREIN	WATER 1/FIELD
8	WARTORTLE	MONSTER/WATER 1
278	WINGULL	WATER 1/FLYING
194	WOOPER	WATER 1/FIELD

WATER 2

#	NAME	EGG TYPE
339	BARBOACH	WATER 2
318	CARVANHA	WATER 2
170	CHINCHOU	WATER 2
118	GOLDEEN	WATER 2
130	GYARADOS	WATER 2/DRAGON
171	LANTURN	WATER 2
370	LUVDISC	WATER 2
129	MAGIKARP	WATER 2/DRAGON
224	OCTILLERY	WATER 1/WATER 2
211	QWILFISH	WATER 2
369	RELICANTH	WATER 1/WATER 2
223	REMORAID	WATER 1/WATER 2
119	SEAKING	WATER 2
319	SHARPEDO	WATER 2
320	WAILMER	FIELD/WATER 2
321	WAILORD	FIELD/WATER 2
340	WHISCASH	WATER 2

WATER 3

#	NAME	EGG TYPE
347	ANORITH	WATER 3
348	ARMALDO	WATER 3
91	CLOYSTER	WATER 3
341	CORPHISH	WATER 1/WATER 3
222	CORSOLA	WATER 1/WATER 3
346	CRADILY	WATER 3
342	CRAWDAUNT	WATER 1/WATER 3
140	KABUTO	WATER 1/WATER 3
141	KABUTOPS	WATER 1/WATER 3
99	KINGLER	WATER 3
98	KRABBY	WATER 3
345	LILEEP	WATER 3
138	OMANYTE	WATER 1/WATER 3
139	OMASTAR	WATER 1/WATER 3
90	SHELLDER	WATER 3
72	TENTACOOL	WATER 3
73	TENTACRUEL	WATER 3

KANTO—EXPOSED AT LAST

Think you know the Kanto region? Think again. It's packing more surprises, more Pokémon, more territory and more technology than ever before—and Nintendo's official Pokémon FireRed and Pokémon LeafGreen Player's Guide reveals every single secret under the Kanto sun. Don't leave Pallet Town without it!

COMPLETE POKéDEX

The entire Pokémon world comes together through Kanto. Learn how to catch all 386 Pokémon and fill the National Pokédex.

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